

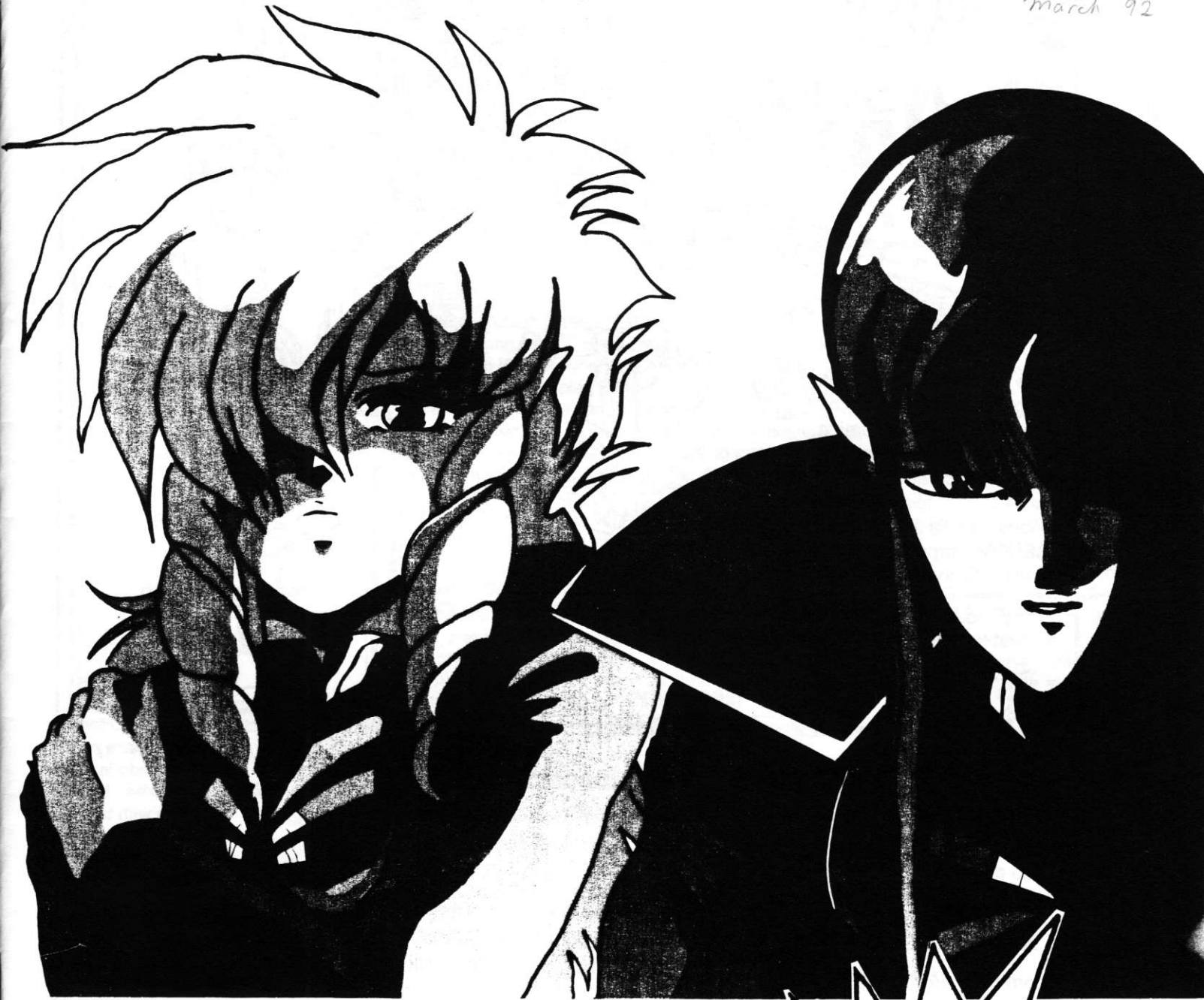
BA.K.A. no BAKA

"The Banzai Anime Klub of Alberta Fanzine"

VOL.2, NO.2

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March 92



BUBBLE GUM CRISIS

バブルガム
クライシス



Like a Phoenix, the city of MegaTokyo is rising from the ashes of a devastating earthquake. In the twisted canyons of the megalopolis, the Knight Sabers, a small band of high-tech mercenaries, fight a lonely battle against the evil GENOM Corporation and its sinister "Boomer" androids.

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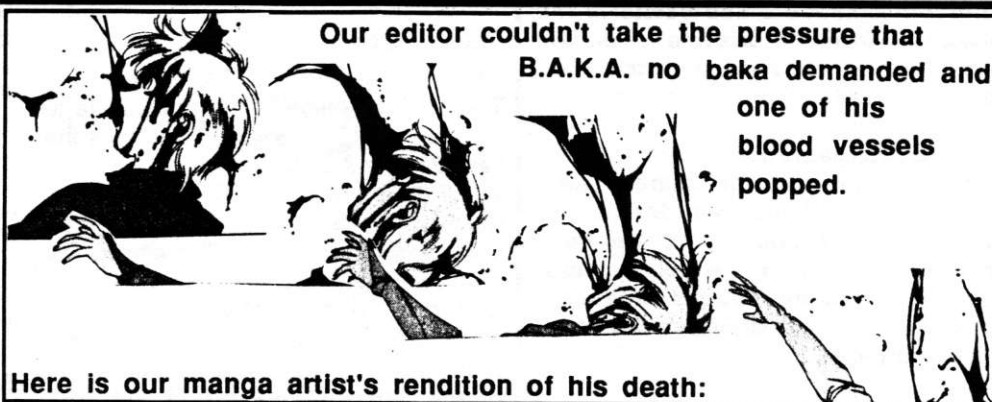
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B.A.K.A. no BAKA

"The Banzai Anime Klub of Alberta Fanzine"



Our editor couldn't take the pressure that
B.A.K.A. no baka demanded and
one of his
blood vessels
popped.

Here is our manga artist's rendition of his death:

Well, at long last here it is: the third issue of B.A.K.A no baka, the fanzine of the Banzai Animation Klub of Alberta. Originally when this issue was started, there was a shortage of art and articles. A plea for material was brought to the membership (Ok, so we got out the whip!), and suddenly articles and art work started to pour in! It seems we cracked the whip too hard, because so much material was submitted that it expanded this issue to a full 28 pages. Therefore, sit back and enjoy this special extended issue to which many sleepless nights was spent in putting it together (just ask Ben or myself!). If your reading this (attention all club members!), and would like to submit any art or articles to this fanzine, please do not hesitate to write us to the address on the back page. Yawn...Well, it's been another sleepless night so until next time, good night....

Vlad G. Pohnert

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MOBILE SUIT GUNDAM

By Vlad G. Pohnert

PART 2: Z Gundam (Continued)

Since there has been a major amount of material printed on Z Gundam (A very in-depth episode guide exists in the magazine Animag), this article will present a brief but detailed summary of the series done in a slightly different style.

NOTE: The numbers in parentheses indicate the episode number, and everything is listed in order of first appearance. This information has been researched in the best possible means, but since the series has countless characters and mecha suits, some errors may be present.

SUMMARY OF EPISODES 1- 25

Episodes 1-10:

Z Gundam opens with Quattro (Char) leading a spy mission to the colony Green Noah 2 to learn more information on the Titans new mobile suits: the Gundam MK II prototypes. At the same time, Camille skips his Karate class to go see Bright. On the way he gets into a fight with a Titan pilot, Jerid. After being beaten up by Jerid, he is taken away and put under arrest; suspected as an A.E.U.G. (Anti Earth Union Government) Supporter. In an effort to capture a Gundam prototype, the A.E.U.G., led by Quattro, attack the colony, during which, Camille escapes. Camille easily gains control of one of the Gundam prototypes, and retreats along with the A.E.U.G. suits

Over the next few episodes, Camille witnesses the death of his parents during conflicts between the A.E.U.G and Titan forces. He is drawn into the conflict and becomes an official A.E.U.G. member, and pilot of the Gundam MK II. Emma Sheen, who after seeing the cruelty of the Titans, defects over to the A.E.U.G. and becomes a close friend of Camille.

After launching Recco on a spy mission to Earth, the Ahgama heads towards the colony for Side 1 in order to show Emma the treachery of the Titans (It is this colony that the Titans gassed with poison). There, they meet up with the Titan pilot Lyla, and an argument followed by a conflict occurs. Eventually, Lyla and Camille end up fighting each other in suits, in which Lyla is

Locations: The Green Noah 2 Colony (Episode 1-2), Luna 2 & Space (2-5), Earth's Orbit (6), Side 1 Colony (7), Moon City (Anman & Granada) (8-9), Space (10), Earth: Amazon (11-12), Kennedy Space Center (13-14), San Francisco (15), Hickory (16), Hong Kong (17 - 20), Space (Around Earth) (21-22), Moon City (Von Braun & Granada) (23-25)

Characters:

Char Aznable (1) - A.E.U.G. member. Takes on the name of Quattro Bagina to hide his background, Later becomes the Leader of the A.E.U.G.

Apori & Robert (1) - A.E.U.G members. Char's wingmen.

Camille Vidan (1) - A.E.U.G. member. The main character and a powerful Newtype.

Fa Yuri (1) - Camille's childhood friend.

Jerid Mesa (1) - Titans member. Camille's main rival.

Emma Sheen (1) - A.E.U.G. member. Former Titan member and friend of Camille.

Bright Noa (1) - A.E.U.G. member. Legendary Captain of White Base, now commands the Ahgama.

Basque Om (2) - Titans member. Senior Commander of the Titans.

Lyla Mira Lyla (3) - Titans member pilot.

Henken Bekner (3) - A.E.U.G. member. Captain of the Ahgama before Noa. Later commands the Radish.

Blex Forra (3) - Leader of the A.E.U.G.

Recco Lando (3) - A.E.U.G. member. Becomes friend of Camille & Emma.

Franklin & Hida Vidan (3) - Camille's parents.

Anostage Medosa (5) - Head Mechanic aboard the Ahgama. Helped Camille design Z Gundam.

Amuro Ray (6). A.E.U.G. member, Former Hero & pilot of the Gundam RX-78 in the One Year War.

Wong Li (8) - A.E.U.G. member. Representative of Anaheim Electronics (main builder of Mobile suits).

Paptimus Scirocco (10) - Titan Member. A very powerful Newtype who ultimately becomes the worst villain.

Hayato Kobayashi (12) - A.E.U.G. member. Captain of the plane Ablomura.

Braun Brutak (12) - Earth Federation member - Captain of the plane Sudori.

Jamitoff Haiman (13) - Leader of the Titans.

Katsu Kobayashi (13) - A.E.U.G. Member. Becomes a mecha pilot.

Rosamia Badame (14) - Titans member. A genetically engineered Newtype who's mind is reprogrammed.

Belotica Iruma (16) - Helps the A.E.U.G.

She is also in love with Amuro Ray.

Ben Wooder (17) - Titans member. Takes Command of the Sudori after Braun dies.

Four Murasame (17) - Titans member. A genetically engineered Newtype who pilots the Psycho Gundam.

Namika Cornell (17) - Titans member. Four's "Guardian" who ensures that she obeys the Titans.

Miral, Hasaway & Chumin Noah (17) - Bright's Wife and two kids.

Maure Faroh (22) - Titans member. Wants to become Jerid's Girlfriend.

Sara Zabiarov (22) - Titans member. A Cadet, she is assigned to train under Jerid's command.

Character Deaths: Hida Vidan (3), Franklin Vidan (5), Lyla Mira Lyla (7), Robert (13), Braun Brutak (16), Ben Wooder (20), Blex Forra (24)

Main Suits/Cruisers:

Rick Dias (1) - A.E.U.G. Basic suit.

Piloted by Char, Apori, Robert, Emma, Camille, Amuro.

Gundam MK II (1) - A.E.U.G suit (prototypes built by the Earth Government) Piloted by Camille, later by Emma.

Ahgama (1) - A.E.U.G. Cruiser.

Hi Zack (3) - Titan Basic suit. piloted by Jerid Mesa, and countless others.

Alexandria (3) - Titan Cruiser.

Galbaldy Beta (3) - Titan suit. Piloted by Lyla, Jerid, Maure.

Bothia (6) - Titan Cruiser.

Hyakushiki (7) - A.E.U.G. suit. Made for, and piloted by Char.

Marasal (9) - Titan suit. piloted by Jerid, Sara.

Messala (11) - piloted by Paptimus.

Ablomura (13) - A giant A.E.U.G. war plane commanded by Hayato.

Sudori (13) - Titan plane commanded by Braun.

Asshmar NRX-005 (13) - Titan suit. Piloted by Braun Brutak.

Gaplant ORX-005 (14) - Titan suit. Piloted by Rosamia.

Psycho Gundam (17) - Titan suit. The biggest suit in the series. Piloted by Four.

Dogoth Gear (21) - Titan Cruiser. Commanded by Paptimus.

Z Gundam (22) - A.E.U.G. suit. The focus suit of the series designed by Camille & Anostage for Camille.

G Defensor (23) - A.E.U.G. fighter. Piloted by Katsu. When this fighter is combined with Gundam Mk II, it forms the **Super Gundam**.

Methuss (23) - A.E.U.G. suit. Piloted by Fa.

killed. Lyla's death angers Jerid who now vows revenge against Camille for her death.

The Ahgama is pursued to the Moon by the Alexandria. On the moon's surface, one of many conflicts to come in the series between Jerid & Camille occur. Jerid, driven by rage over Lyla's death, gains the advantage over Camille, but is stopped by Quattro. The Ahgama finally arrives at Anamn, where Quattro goes off to a meeting of top A.E.U.G. officials which includes Wong Li.

While the Ahgama is docked at Anamn, the Titans attack and pin the cruiser down. Camille, along with Quattro's and Wong's help manage to drive away the attacking Titans long enough for the Ahgama to escape.

The Ahgama heads towards the rendezvous with the A.E.U.G. fleet. Along the way they save the shuttle Temptation, commanded by Bright, from an attacking mecha, piloted by Paptimus. The Ahgama takes on the shuttle's passengers which includes Camille's friend Fa.

Episodes 11-20:

Bright is made captain of the Ahgama, while Henken transfers to the Radish. The Ahgama enters Earth's orbit in order to drop a mecha squadron for re-entry to Earth, which includes Camille and Quattro. As the re-entry begins, the Titans, led by Paptimus, attack. Camille and Quattro along with his wingmen Apori and Robert make it to the Earth surface and descend on the Titan base Galludas. They are surprised to see the base abandoned, and find that a nuclear explosive has been activated and is set to go off. Camille discovers Recco being held at the base in a cell. After freeing her, the group barely escapes before the bomb goes off.

Amuro, who is being held by the government at his home, is visited by his former friends from the One Year War which includes Hayato & Katsu. Katsu argues with Amuro why he isn't helping to fight in this war.

Later, Quattro, Camille, Robert and Apori arrive at the Kennedy Space center where they are met by Hayato. The Titans, led by Braun, attack the center and Robert is killed in the process while protecting a shuttle launching into space.

Quattro, Camille and Hayato take off in the

Asshmar, and are attacked by Titan pilots Rosamia and Braun. Amuro arrives on the scene with Katsu in a stolen plane which he used to ram into Braun's mecha. When Amuro sees Quattro, he recognizes him as Char.



After a battle with Rosamia over San Francisco, the Audomura heads toward the shuttle launch base of Hickory. There, the Titans, led once again by Braun, attack. Amuro is forced into fighting in, and with Camille and Quattro's help, they successfully launch Katsu into space. During the battle, Amuro kills Braun.

Four arrives on board the Sudori in Psycho Gundam. She is sent into Hong Kong in her suit where a massive fight begins with Camille in the Gundam Mk II. Meanwhile, Amuro is visiting the Luo Corporation in order to try and secure supplies for the Audomura. There he meets up with Bright's wife and kids. Camille forces the retreat of Psycho Gundam by projecting his Newtype powers at Four, making her uneasy. Amuro is finally able to secure the supplies needed.

Due to the reluctance and pain of piloting the Psycho Gundam, Four escapes from the Sudori and runs away into Hong Kong. There, while hitchhiking, she is picked up by Camille. They both find they have many things in common. In an effort to capture Amuro, Ben Wooder kidnaps Mirai and her kids. The plan is foiled by Amuro with the help of Camille.

Sometime later, Camille once again meets up with Four, and they discuss her situation. At about the same time, Wooder attacks Hong Kong in the Psycho Gundam. This triggers off Four who runs towards the Psycho Gundam. She eventually trades places with Wooder in the Psycho Gundam and goes on a mad rage as she loses control of her mind. This brings her once again into conflict with Camille, in the Mk II, who pleads with her to stop the destruction. Amuro arrives in a Rick Dias and forces Four to once

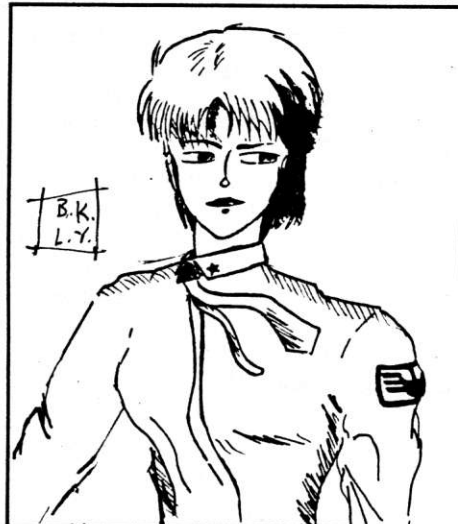
again retreat. After the battle, the Mayor of Honk Kong commands the Audomura to leave.

Episodes 21-25:

The Audomura heads toward a Titan base in New Guinea. On the way they are attacked by several Hi Zacks and Psycho Gundam. Yet once again, this brings Camille into conflict with Four. Camille desperately tries to convince Four to stop fighting. He finally mentions the feelings he has towards Four which convinces her to help him get back into space. Using the Psycho Gundam, she rams the Audomura and pulls out one of its boosters which she gives to Camille. Wooder sees this and shoots down Four. Camille, using the booster, is able to make it into space where he is picked up by the Ahgama who is in Earth's orbit.

On Board the Ahgama, Camille is greeted by his friends. He gets himself into an argument with one of the Ahgama's bridge officers, but it is broken up by Emma. Meanwhile, Jerid & Maure attack the Ahgama. Emma and Camille are launched to intercept. Just before Camille is about to be killed by Maure, he is saved by a mecha transporter piloted by Fa. The Titans retreat, and Camille is met by Fa who tells him she is transporting Z Gundam to him.

As Camille ponders over the feelings he has toward Four, he argues with Fa over the war. At the same time on aboard the Dogoth Gear, Paptimus assigns Sara Zabiarov & Sidore to train under Jerid.



Jerid takes the new cadets on their first mission. They run into and attack Recco who is transporting the G Defensor and Methuss suits to the Ahgama.

...Continued on page 25

JAPANESE MANGA IN NORTH AMERICA

by Victor Chan

Ever since AnimeCon 1991, Japanese animation has proven itself more popular and more accessible than it was five years ago. Companies such as AnimEigo and US Renditions have dedicated themselves to releasing subtitled versions of anime to the general public. Before, the only way to obtain anime was to purchase it from a few select mail-order houses in the States or have someone obtain it for you overseas in the Pacific Rim. However, the surge of interest in anime has not confined itself to merely this area. The popularity of anime has diverted into other fields such as anime music and BGMS (background music), video games, posters and in the interest of this article, manga.

Manga is the Japanese term for comic books. Much of anime has been based upon comic books. The term manga employed in English usually denotes 'Japanese' comics as opposed to comics in general. A manga, if proven popular, could garner much interest to adapt it into an animated version albeit with a slightly different storyline. An example is the work of Rumiko Takahashi. She has become one of Japan's most famous manga artists. She has had three major manga turned into anime: Ranma 1/2, Maison Ikkoku, and Urusei Yatsura. Maison Ikkoku was a long-running manga lasting for fifteen volumes at about 200 pages each. Ranma 1/2 is still being published in Japan even as you read this. Because there is a greater availability of sub-titled or dubbed anime, fans have an easier time of understanding it and this is partly why anime has grown in popularity. However sometimes the interest in manga has suffered because of a lack of understanding. Viz Comics was one of the first companies to publish translated works in conjunction with Studio Proteus, an American based group focused on translating manga. This, along with other companies following suite and subsequently releasing other manga, has improved the fan following for manga.

Viz was an unknown company appearing from nowhere to offer these foreign comics to the public. Viz in fact is an American subsidiary of Shogakukan Inc., a publishing company in Japan. This allowed them easier access to the

licensing rights to publish manga. Even though Viz started out small, with three bi-weeklies to be published initially, they tried to befriend the comics fan by publishing newsletters that were mailed directly to the fan! Even free memberships were given out allowing them to receive the newsletters and receive notice about special merchandise, like posters, offered directly from Viz. The comics were slightly more expensive than typical comics but were not necessarily beyond one's means and were published with a serious intent to preserve the original art - black and white. I, with my friends, enjoyed and appreciated Viz' efforts. Soon, the link between the fan and the company began to fragment and disappear.

First, perhaps due to financial constraints, Viz eliminated the membership concept and published the newsletters with only a handful given to each comics store that ordered Viz's comics. This was understandable. However - this is purely speculation - Viz, satisfied with the fan interest in manga, became somewhat greedier. There were no more bi-weeklies. Instead they started releasing house-colored versions of manga that were priced disproportionately with the page count. Normally comics are priced based on paper quality and page count. Viz released Gunhed, Silent Mobius and Crying Freeman with only 40 pages to a price of \$4.95 US/6.95 CDN. I know many Canadian fans complained about the disproportionate rate of US to Canadian pricing and in fact many fans all over North America complained about the colorization.

At this time, Epic, a sister company to Marvel Comics, was publishing the manga, Akira which was beautifully colorized, even though they used a computer during most of the process. The bulk of the colorization by Epic was personally pre-approved by Katsuhiro Otomo, the original artist, before it was sent to the printers. Viz did not seem to employ this type of organization. Even Epic's price was reasonable. They published Akira for \$3.95 US/4.95 CDN with an approximate 64-page count per issue. Most fans who purchase manga seem to collect the releases of Akira as well although they didn't necessarily collect what Viz offered.

I believe that it was the coloring that irked many a fan. Original manga are always published in black and white. This is because they usually appear in weekly installments in various magazines that are

basically compilations of a wide variety of manga and the publishing companies cannot afford to have the manga in color. After all, each magazine may number in the hundreds of pages but must still be cheap to attract readers to its title. To offset this disadvantage, many artists utilize Letratone/Zipatone (which are various transparent sheets with different patterns on them) to give them a versimilitude to their black and white art. Because of this, colorization of the manga becomes difficult without removing the tone. In Viz's case, it doesn't enhance the original art, it merely destroys it. It may not necessarily be the colorist's fault - far from it - but probably due to a production decision they decided to save time and money - which seems to be what they're after in a fan - at the expense of the readers' enjoyment.

Thankfully, other companies such as Dark Horse, Eclipse and Innovation - all American comics publishers - have been releasing translated manga in competition with Viz. It's fortunate that Viz does not have a monopoly in this market for surely I, among others, would have nowhere to turn to for a source of English anime. I hope that if Viz doesn't start to listen to the voices of fans then they may soon consider the notion of 'Chapter 11'.

[Viz plans to release "Sanctuary", a B&W manga shortly - Ed.]

TEN WAYS TO IDENTIFY A B.A.K.A. MEMBER

by Tyler Wiltzen.

- 10 Talk in crappy dialogue.
- 9 Are always jogging. (Ranma 1/2)
- 8 Play Ranma 1/2 opening theme song on their ghetto blasters
- 7 Throw a bucket of water on someone to see if they change into an animal.
- 6 They scream: "Dangaio Sword!!!"
- 5 Want Bean Bandit's car.
- 4 Want a dream date with Rally.
- 3 Think the military should begin construction of Mecha.
- 2 Constantly look for shower scenes in movies and television shows.
- 1 Think all Rambo and Schwarzenegger films are tame when compared to "Violence Jack".

MANGA MANGA!

Go! Go! Sabers! Act 2 - "Linna's Family Restaurant"

Translated by John Brisson

The Knight Sabers are working out in their gym. Linna Yamazaki is leading Nene Romanova through some aerobics exercises. Nene asks Linna to stop, but Linna tells her that they've only just started. Nene persists that they stop as the most work she's ever done is paperwork at the police station. Later on in the locker room, Nene wants to know about the sky-ship restaurant. Nene asks Linna if her date's father isn't on the board of directors of the restaurant. Before Linna can respond, Priss makes some rude comments about Linna going out on a date. Linna accuses Priss of being cruel and that next time they will have to take her more seriously. Priss questions Linna if this is the way she always acts when she goes out on a date. Linna informs Priss that she can do anything she wants to do during her spare time and turns away to run into a very distraught Sylia Stingray. Sylia prefers that the Knight Sabers don't get themselves involved with men and is 'disconcerted' with Linna's attitude. As



Linna leaves for her date, both Priss and Nene have to restrain Sylia from physically harming Linna.

The prototype sky-ship restaurant is parked on the top of its company's building and so Linna is conducted to the roof where her date is waiting for her. Linna, commenting on the brisk wind, sees her date approaching. Jonnie Ichiru tells Linna that an official

announcement will be given when the restaurant is opened to the public. Linna is too awestruck by the sky-ship to understand the implications of his statement. Jonnie takes Linna aboard the sky-ship which launches into the skies of Mega-Tokyo. Linna comments on how wonderful the sky-ship feels as it flies and adds that it feels as if they are floating on air. Linna is distressed by the news that the sky-ship is a dirigible, similar to the Hindenburg. Jonnie assures her that the automated systems would prevent any accident similar to the Hindenburg's. The couple sit down to eat. Linna says the food is delicious but is shocked to hear that it was prepared by machines. Jonnie explains that the sky-ship is so fully automated that they are the only ones on board the ship. Linna becomes worried and begins to wonder why Jonnie is telling her all these things. Linna is abruptly knocked to the floor and Jonnie starts to remove his jacket and tie. Linna asks Jonnie what his intends on doing. Jonnie then tells Linna that he's going to ask her some questions. Jonnie asks Linna if she is 21 and thus of adult age. Linna immediately realizes his intentions and throws wine into Jonnie's face, saying not to lay a hand on her. Jonnie stumbles back and hits a button on the main control panel, as Linna is commenting on his method of "becoming a man". Jonnie has accidentally turned off the auto-cruise and the sky-ship collides with the Mega-Tokyo tower. Linna tells Jonnie that they are stuck on the top of the tower, but Jonnie can't believe it's happening. Jonnie is at a loss on how to restore the auto-cruise and doesn't even know where the communications unit or escape gear is stored. Jonnie breaks down into hysterics and Linna realizes that it's up to her to find a solution the the situation. Suddenly, Linna is thrown around the sky-ship and mutters that the situation won't even give then a moments grace. A tablecloth lands on Linna and it gives her an idea for an escape plan.

Meanwhile, after watching a news report about the accident, the rest of the Knight Sabers decide to go to the scene of the accident. Linna has fashioned a rope out of tablecloths and ties one end to an ashtray stand. Linna uses the

ashtray/tablecloth as a grappling hook, throwing it, so it will hook onto one of the tower's spokes. Linna tells Jonnie to hold on tight since its a 1000m drop to the ground below. Linna and Jonnie swing towards the tower safely. They are blinded by flashes from reporter's cameras as they arrive at the ground level. Reporters bombard Jonnie with many questions but he is still hysterical after the incident. Linna tells the reporters that they have to go. Jonnie says that he would like to stay and chat but adds that Linna is correct. Linna has finally had enough of Jonnie and slaps him hard across the face. Amidst shocked reporters, Linna looks at Jonnie with disgust and questions if he's



really 27 because he acts like such a boy. Linna says goodbye and walks off through the crowd of reporters. Linna stops when she hears that Jonnie is being comforted by his parents which causes her to think back to the last time she was with her parents before they died in the great earthquake.

Sylia, calling out to Linna, has arrived with all of the Knight Sabers. They ask how Linna is doing and how terrible the accident really was. Linna tells them that she was just thinking about her family saying that that was what she really wanted. Sylia asks her what she is talking about, adding that the Knight Saber's were Linna's family. Linna is startled by Sylia's proclamation and realizes that she had been acting like a fool. Linna understands that the Knight Sabers were only looking out for her well being and that they loved her because they were a family.

FOCUS: Toshihiro Hirano

by Ben Koshy



The first anime that I ever watched in English was: Bubblegum Crisis 1. Subtitled mind you, but English nonetheless. A local comic store started importing anime that was in Japanese and it was the day I'll remember as being the first time I saw works by Toshihiro Hirano. The video was mysteriously called Iczer 1 (pronounced Ih-ksa). Since that time, other works by Toshihiro Hirano, new and old, have passed before my eyes: Ninja Suit Tobikage, Megazone 23 Part I, Iron Sperke, Dangaio, Vampire Princess Miyu, Zeorymer, and Iczer 3.

Iczer 1 was quite the experience for this newbie anime fan. Toshihiro Hirano's style of direction and feel of story is very similar to the Japanese giant monster films and similar Japanese science fiction live-action films. Hirano adds his own touch of horror to the film which is segmented into three acts.

The story centres around Iczer 1, a highly advanced robot, who must "Synchronize" with a pre-designated human, Nagisa Kano, in order to repel alien invaders from Earth. Sound like the formula for the latest Godzilla vs. movie? The movie combines three excellent talents: The character designs, direction, story of Toshihiro

Hirano; the Masami Oobari redesigns on Hiroaki Motoigi's original mecha designs; and the gruesome monster talents of Junichi Watanabe. The mechanical designs in Iczer 1 are awesome, and Hirano takes full advantage of them in his direction. Junichi Watanabe's monster designs are more horrific than the cellwarping aliens in The Thing! The soundtrack of Iczer 1 is also something else. It probably has one of the most unique BGMS I've ever heard and they are quite good! A mix between synth-classical and rock they are dynamic and greatly lend to the films overall tone and style. As a result, you get a mix of styles in Iczer One, but Hirano weaves them together and the result is a classic anime that should not be missed.

Alas, the only downside to Iczer 1 is its price. Currently it would cost around \$150 US to get on LaserDisc, but its probably worth it if you have a lot of extra cash. A re-release of the three Iczer acts still comes to about \$120 US but that's better than \$150!

The sequel to Iczer 1 is Iczer 3. The Iczer 3 series started out as a cassette novel but has been fully animated into a 6 part OVA series. If you are

expecting the same style and feel as Iczer 1, you won't find it. Generations after Iczer 1, Ten year old Iczer 3 (along with her older sisters, Iczer 1 and Iczer 2) battles aliens again led by Neos-Gold. Iczer 3 starts off in a fairly kiddy style with Iczer 3 bashing robots and laughing everything off. She slowly becomes a little more aware of the seriousness of her situation as the OVAs progress and matures a bit, which lifts the series a little. She then basically goes from OVA to OVA knocking off the monster of the month until the final OVA where she battles Neos-Gold along with the aid of her older sisters...

Dangaio falls again into a very cultish genre: the giant robot stories. This time, the mecha and coloring used are over-detailed and makes its a little hard to make out everything definitely...unless you are firmly familiar with style of coloring used in most Toshihiro Hirano/Masami Oobari productions. Even big Hirano fans like me had some trouble, but I sense the over-coloring gives the series a definite distinct quality about it. The story is fairly average: a 4-team group pilot 4 fighters that form the super giant robot Dangaio. Again, another super-team defeating the Villains with powerful technology. Throw in

...Continued on page 21

MECHA IN REVIEW

"Robot Jox"

reviewed by Daniel Ho

Tonight, my friend and I rented a movie from the local video store. I've seen the promotional blurb on American television nonce or twice, but Edmonton missed the 1990 movie totally. When I saw a video reviewer in a large American magazine give it 3 stars out of 4, my jaw just dropped. Others have given it lows of 2 stars out of 10, which lead me to wonder about the sanity of that reviewer. So I took it onto myself to see this movie for myself.

Paying homage to the Japanese live action movies such as Godzilla, Gamera, Ultraman, and countless bad movies, I was expecting something just as awful from this American production when we rented it out, but it turned out to be surprisingly enjoyable.

The setting takes place in a near future earth, where the legacy of a nuclear has resulted in the banning of all wars (please, your laughing to hard). As a result, all disputes are resolved using one on one weapon systems. The technological rivalry between nations has resulted in the giant Robot as the superior combat vehicle in such an arena. Each robot is allowed one pilot, and all the rules of engagement are supervised by referees.

The protagonist of this movie, Achilles, is a nine time Market's (read: USA/Japan/Western Europe) champion, and is about to fight for the territory of Alaska. Against this Mark Messier look alike is the Confederate's (read: Communist Countries) champion, Alexander, a ruthless aberrant villain with the mandatory Russian accent. Of course there is the girl, Athena, a genetically improved human designed to pilot the Robots, but she doesn't matter as much.

The premise revolves around how Achilles is devastated after his Robot (painted in heroic white) crashes down into the bleachers when he tries to save the crowd from a rampant illegally fired rocket first punch from Alexander's robot (painted in black of course). The fact that over 300 paying spectators died in the incident doesn't help his self esteem. The match is considered a draw, which means a rematch the following week. This unfortunate incident causes him to quit and to "find himself" at the local bar. A new generation of pilots must then

compete for his job within seven days. It just so happens that Athena wins and gets to fight against Alexander. But Achilles suddenly comes back... Clearly, the movie could have used a better plot, let alone A plot, but good acting by the leading character and tolerable acting by everyone else makes this issue relatively unnoticed.

There are two reason why this movie is half decent: the first is the endless number of cliches and movie parodies. We find: a babe who falls for the hero, the ruthless Communist villain, the Texan cowboy legend complete with accent, and the unknown spy giving secrets to the bad guys. These character involve themselves in bar fights, boot camp, car crashes, research labs and very unusual OSS (Obligatory Shower Scenes). Even the robots themselves are overdone, these 300 foot robots come with dozens of missiles, rockets, lasers, flares, rocket firsts, ribbon saws, chainsaws from the groin armor, antipersonnel guns, limited transformation abilities, and trans-atmospheric rocket thrusters. Cheap-o cockpit shots with the shaking camera, first perfected on the bridge of U.S.S. Enterprise, even compliment the movie. With all this hodge-podge, the film never takes itself too seriously, even in moments of crisis.

The second reason is the quality of the Hollywood grade production. Special effects and props actually looked like they had money to cover the battle scenes and backdrops. Any Hollywood movie with a budget over \$5,000,000 can do better, but its good enough to carry the story along. Martial art and melee fights are well orchestrated and look realistic, but the mecha battle scenes aren't spectacular; anyone familiar with the dull and uneventful Battletech role playing game will be right at home in this movie.

This movie clearly does a better job of Japanese live action than the Japanese do (that's supposed to be a compliment). It's the kind of movie that an average Joe would rent for laughs, only to find that this is funny because its meant to be. They should have avoided the phrase "Crash and Burn" in a movie like this, but any one of you mecha-heads jaded by too many Gundam and Robotech episodes can simply have a vegetative hoot watching this movie. I'll give it 2 1/2 stars out of 4.

Anime TV Series Viewer Ratings (11/4 - 11/17)

1.	Sazaesan	28.3
2.	Chibi Maruko-chan	25.9
3.	Dragonball Z	21.0
4.	Kiteretsu Daihyakka	19.3
5.	Doraemon	18.4
6.	Sazaesan (rerun)	16.7
7.	Yawara!	15.4
8.	Nihon Mukashibanash	15.0
9.	Magical Taruuto-kun	14.7
10.	Obocchamakun	13.0
XX.	Oishinbo	12.6
XX.	Kingyo Chuuihou!	11.3
XX.	Raijin-Oh	11.2
XX.	Ranma 1/2 Nettouhen	9.2
XX.	Dragon Quest Dai no Daibouken	8.3

Anime Games coming out in the near future

From the "Amusement Diary 1992" supplement to Animedia Jan 1992.

Date	HW	Anime
91.12.13	FC	Tsurupika Hagemaru
	SFC	Chibi Maruko-chan
	PCE	Genji Tsushin Agetama
91.12.14	GB	Kingyo Chuuiho!
	GB	Raijin-Oh
	GB	Jankenman
91.12.mid	PCE	Ranma 1/2
	GB	Fighbird
91.12.26	GB	Momotaro
91.12.??	FC	SD Gundam 4
	SFC	Knight Gundam
	GB	SD Gundam Senkokuden 2
92.01.08	GB	Metal Jack
92.01.??	FC	Fighbird
92.02.??	PCE	Mirai Shounen Conan
	GB	Captain Tsubasa VS
	GB	Cyber Formula
92.03.??	SFC	Metal Jack
	SFC	Cyber Formula
	MD	Detonator Orgun
	MD	Magical Taruuto-kun
	GB	Chibi Maruko-chan 3
92.0[34]	GB	Ranma 1/2 2
92.04.??	SFC	Ozanari Dungeon
??	PCE	Fushigino Umino Nadia

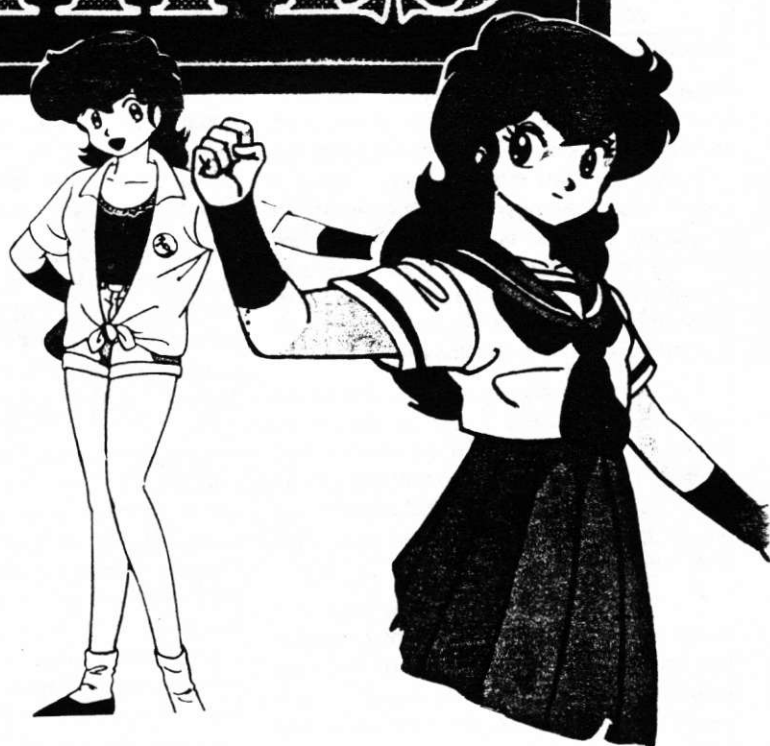
FC = Famicom
SFC = Super Famicom
GB = Game Boy
PCE = PC Engine
MD = Megadrive

anime NEWSTYPES

Three new titles announced by US Manga Corp. They are: Genma Taisen (Harmageddon), Urusei Yatsura 2: Beautiful Dreamer, and Tombstone of the Fireflies. The title 'Tombstone of the Fireflies' is under debate and may be changed to 'Grave of the Fireflies' which is the more popular version of the title for this show. USMC, amidst rumors of Grave of the Fireflies being dubbed, says that dubbing is not a rumor but it is "something we are considering." Laserdiscs releases for A-ko, GallForce and Dominion are being also considered through Image Entertainment.

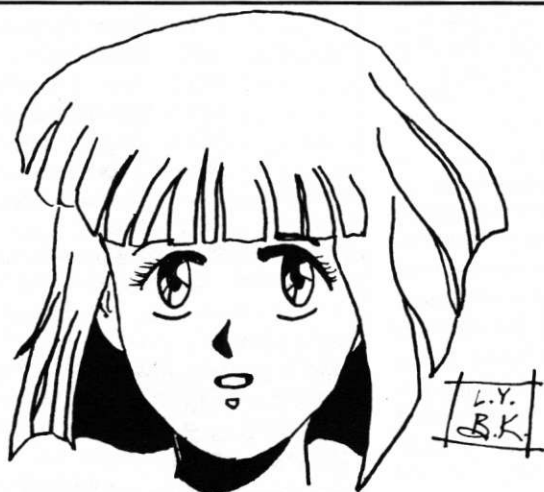
Here is a current list of what's out and what's coming from USMC:

Dominion I	out
Project A-ko	out
Dominion II	Feb 12
The Humanoid	Mar 18
Dominion III	Apr 15
Dog Soldier	May 20
Dominion IV	no date
Crystal Triangle	no date
Gall Force I	no date



Other New releases include:

Name	Description	Sale Date	Price	Length	Comments
Arslan Senki	LD	02/22	??	57 Min.	
The Guyver Act II-1	LD (CAV)	11/21	6000 yen	55 Min.	
Kokoha Greenwood	LD	03/04	7800 yen	??	Contains stories I and II
Mahouno Yousei Perusha	12 LD Box set (CLV)	03/21	72,100 yen	1140 Min.	48 episode TV series
Mozaika	Vols 1 to 4 - LDs	on sale now	4800 yen each	25 Min. each	
Pat Labor	Vol 13 - LD (CAV)	1/23	4800 yen	30 Min.	
Ranma movie	VHS	3/21	??	??	
	LD	4/21	??	??	
Shurato	Vol 4 - LD (CAV)	on sale now	5800 yen	26 Min.	
Record of Lodoss War	Vol 5 - LD (CAV)	9/21.	9200 yen	50 Min.	Contains stories 9 & 10
	Vol 6 - LD (CLV/CAV)	12/16	9200 yen	75 Min.	Contains stories 11 - 13
Space Adventure Cobra Movie	LD (CAV)	01/23	14800 yen	99 Min.	Contains 2 LD & 1 CD
Tomoyo ga Yuku! (kouhen)	LD	1/21	8800 yen	45 Min.	



There still no definite plans for Gall Force, except for the Eternal Story. A-ko, and Dominion will be released on laserdisk through Image Entertainment beginning this summer. Dominion being a two disk boxed set. However, it seems like Gall Force will be released along side the other releases, not after them. MD Geist is delayed because of a delay in USMC receiving materials from Japan. USMC is planning a BIG announcement in the near future. We'll print that here probably in time for the next issue...

From USRenditions, we can finally sigh a deep breath of relief as Black Magic M-66 is finally out. However there have been complaints of small subtitling and lack of a Hi-Fi track. USRenditions will replace any non Hi-Fi tape of Black Magic, simply send the tape back. Also, Gunbuster 3 is finally out. The final chapter in the Space Opera that take a weird twist. Check it out... U.S. Renditions has just obtained the rights to the new

Macross II OVA series, Orguss and Guyver. Macross will be released at roughly the same time as the series in Japan. The second installment is actually scheduled to be released in the U.S. before it is shown in Japan! The only bad news is that it is being dubbed and not subtitled. USR is reported to be releasing Dangaio 2,3 to fill in the gap between their release of Black Magic M-66 and the Guyver. The Guyver, including Guyver Act II will be released in 6 volumes, 2 episodes per volume. Orguss will be released 3 episodes per tape. The dubbing quality of these shows is being compared as 'as good as Megazone 23 Pt.2'.

Streamline pictures is releasing Nadia: Secret of Blue Water. Plans are currently to release only the first 12 episodes so as not to ruin the probable licensing to cable. To make them a little more affordable, Streamline will release them in four-episode "movie versions" for an estimated \$49.95. Twilight of the Cockroaches will soon be available on laserdisk. It is being dubbed as we speak and being shipped to Bravo and A&E (the Arts & Entertainment cable network).

Streamline's current theatrical release schedule is as follows:

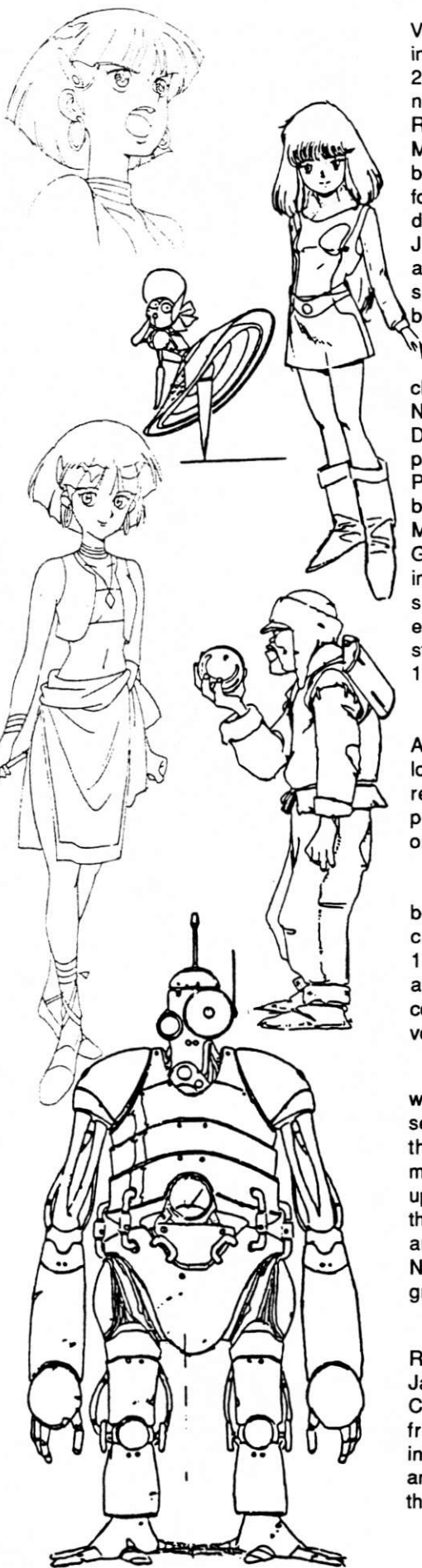
- FIST OF THE NORTH STAR
- CASTLE CAGLIOSTRO
- NEO-TOKYO (MANIE MANIE and SILENT MOEBIUS *together*)
- GOLGO 13
- WICKED CITY
- ("SUPERNATURAL BEAST CITY" to us)

Streamline's current video release schedule is as follows:

ROBOT CARNIVAL
NADIA eps. 1-12
VAMPIRE HUNTER D

The time lag between the time a Streamline release plays in movie theatres and is put onto videotape is six months to a year. Akira is being released through Criterion, but due to usual delays it may be a while before Akira is finally available on LaserDisc.

AnimEigo has made some major announcements, the biggest one being that they are releasing Vampire Princess Miyu subtitled onto LaserDisc. Vampire Princess Miyu is their latest release, licensed through Pony Canyon. The first tape is scheduled for May 3rd (appropriately a new moon), and the second for June 15th. Each tape will be priced at \$39.95 each. There is a subscription available for



Vampire Princess Miyu at \$70-US including shipping. AnimEigo is releasing 2 episodes per tape. And here is the latest news fresh off the AnimEigo Press Release: Pricing for the Vampire Princess Miyu LD is now confirmed. The price will be \$64.95 US + \$5 Shipping & Handling for the CLV disc, 2 sides, 2 episodes/side, digital audio. The release date is between June 18 and July 4. There will be an advance order discount of \$60.00, shipping/handling included if you order before the release date.

Hayao Miyazaki, creator of classic children's films such as Laputa, My Neighbor Totoro, Nausicaa, and Kiki's Delivery Service has announced his next project: Porco Rosso, Kurenai no buta or Porco Rosso, the Crimson Pig. The film is based on manga short stories that Miyazaki has been doing for Model Graphix magazine. The film was originally intended to be a 30 minute short film to be shown during JAL flights but has been expanded to a full feature length film. The story centres around fighter pilots in the 1920's in Italy.

Letters have been delivered to Animagik customers stating that it will no longer continue operations. Refunds are reported to be on the way as soon as possible to those who had prepaid for orders.

In Japan many anime cells have been stolen. Thieves breaking into studios caused millions of dollars of damage in 1991. There is also a reported lack of animators in the industry. The industry continues to grow, especially in the field of voice acting.

Nikaku Animart announced that it would be discontinuing regular mail order service to Canada. This was attributed to the Canadian postal strike, after which, many packages were delayed or lost. In an upcoming announcement, Nikaku informed that UPS ground shipping will expand to all areas of Canada as of February 24/92. Nikaku will only service Canada via UPS ground from now on.

On March 13 & 14 at 8:00 pm -- ROBOT CARNIVAL. At long last, Japanese animation comes to the Metro Cinema. A collection of 8 robot stories from Japan's leading animation artists, including Akira's Katsuhiro Otomo. Come and experience these "Techno Toons for the 21 century" (Village Voice).

T-Th-Th-Th-That's all folks...

STUDIO



URUSEI YATSURA

An introduction to the Rumic World.

By Greg Fink

A knock on the door. "Hello? Come in, sit down and be quiet. Urusei Yatsura's starting". My guest, used to my unconventional door opening, followed his instructions marvelously. A short pause followed. "What is this stuff?", he asked, carefully. "Japanimation. By Rumiko Takahashi," "Japanese", I answered as the first episode began. "And you don't speak any Japanese do you?" "Nope." "See ya later..."

After hauling him back into his seat I explained "Relax, I've read the Manga." This didn't calm him until I explained that it WAS in English, so I would be able to explain the story as we went along. "Wonderful, now explain why I have to watch it," he mumbled. "Relax, you'll enjoy this."

And so I showed a rampant non-anime fan the error of his ways, and he is now contemplating membership into the club... What's Urusei Yatsura? Sheesh! Weren't you listening? It's a series by Rumiko Takahashi. What! You need more? Okay, but this time pay attention:

Urusei Yatsura, or as its known in English: Lum or Those Obnoxious Aliens, is the first anime series from one of Japan's leading female animators. It is the story of Ataru Moroboshi, the most unlucky person alive. When the series begins he is confronted by a wandering monk, Cherry, who tells him that his fate holds evil omens as to his future. This is quite possibly the only time this fool of a monk is right, as a surprise is waiting for Ataru when he gets home.

It seems that he has been chosen, by random computer drawing, to be the defender of the earth. If he wins the contest against the aliens champion he will prevent an alien takeover. The contest? Tag. The alien's champion? Lum, daughter of the alien's leader. She is very curvaceous and is roughly Ataru's age. Oh, didn't I mention that Ataru is also the most lecherous individual on the planet? In short he thinks this is no challenge; little does he know.

Now I have to explain the

mandatory anime series love triangle. Nearly every series has some type of love triangle. A young man who wants one girl, who may or may not want him, while her best friend/best enemy wants him, who does not want her. Sound confusing? It can be, but here it takes a new twist. Ataru has a girlfriend of sorts. Her name is Shinobu, and she is trying to cure Ataru of his lecherous ways. She also possesses the "Shinobu slap", which keeps Ataru from attacking her. Anyway, she tells Ataru that she will marry him if he wins. This, combined with the lure of Lum, is all Ataru needs. Or so he thinks.

of Ataru! Ataru speeds up! He nearly catches up, he moves closer, and reaches for Lum. She immediately flies away from his grasp. It seems that he needs to fly to catch her. Suffice it to say that by trickery he manages to tag her (I won't tell you how). In his joy at winning he says "Now I can Marry her!". Lum is surprised, and immediately thinks Ataru is talking about HER. Stunned she accepts, and Shinobu is miffed! Ataru tries to explain, but Lum isn't listening and neither is Shinobu.

In future episodes things just get worse for him. This makes very light viewing, and is extremely creative in the situations Ataru gets into. I highly recommend this series to anyone who likes to temper their anime viewing with some humor from time to time. If comedy series are your favorites, then you should be hunting down the OVA's like the rest of us.

The race begins. Lum is ahead

Coming next issue...



Mobile Suit Gundam

KOR 0083:

"OrangeDust Memory"

Episode 1: "Stolen JP-01 Jingoro"

The One Year "I wish to return to that day" War is over. But a new faction of the Neo-Jion-Hiyama has arisen. Led by Yuhsaku Gato, they steal the Nuclear Gundam Jingoro JP-02. It is now up to Kyouzuke Uraki to get back the suit.

Release: 07/01/92 VHS Hi-Fi / Y4800 / 30 Min. / BAKA - 650

BUBBLEGUM CRISIS

The Story of the Knight Sabers MegaTokyo 2033

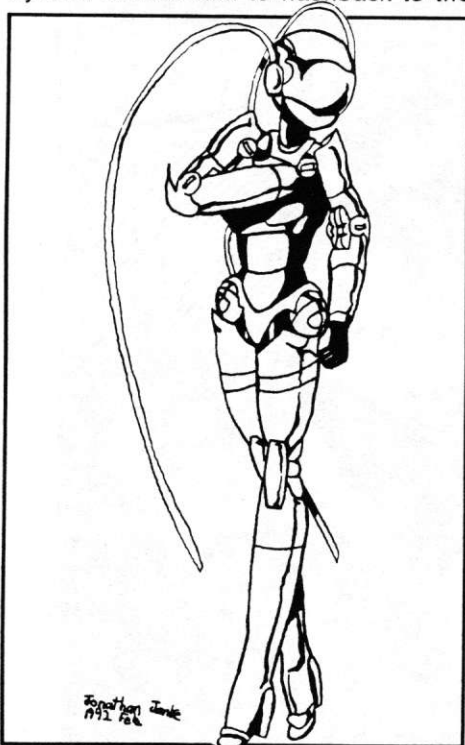
synopsis by Benoy Koshy

BubbleGum Crisis 4: Revenge Road

Someone gets into the Griffon and starts it up. The dashboard comes alive with lights and indicators. The Griffon's engine roars as it pulls out of the garage. The Griffon approaches a large motorcycle gang from behind and starts to take them out, one by one...

Priss is out riding on her motorcycle; she whips by Leon and Daily in their ADPolice Squad car. She stops at Raven's garage to fuel up and finds that Mackie is working on a new powerful motorcycle called the Highway Star. Priss tests out the Highway Star...it is so powerful that it gets away from Priss and crashes onto its side. Mackie has to pick up the pieces.

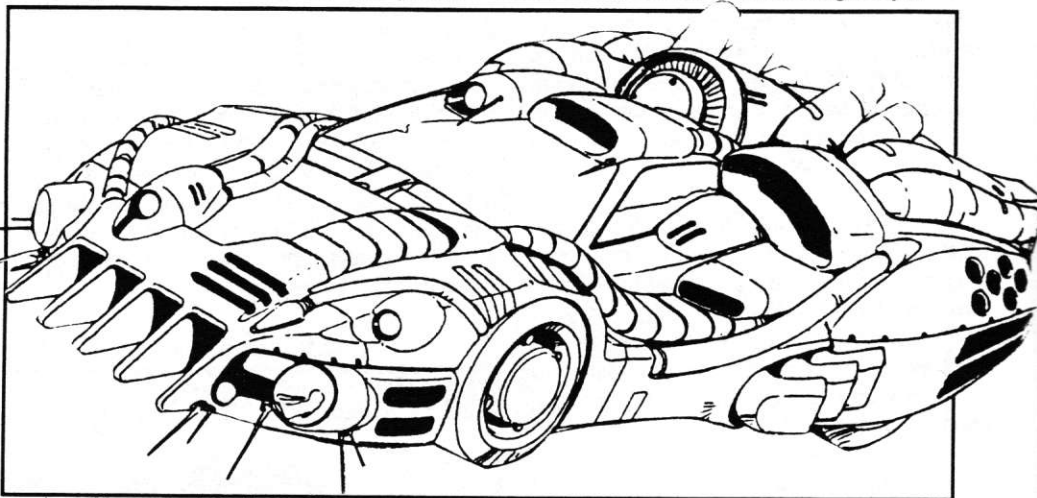
Meanwhile, the owner of the Griffon that trashed the motorcycle gang earlier is making some additions and adjustments to the car. He tests out a new drive system operated by thought. The system causes him to flashback to the



time when he and his girlfriend were randomly attacked by a motorcycle gang. He and his girlfriend were severely injured

in the attack.

The Knight Sabers are training in a mock combat situation in an empty building. Priss and Linna are pitted



against Nene and Celia. Afterwards the Knight Sabers joke about Nene's inability to get a date. That evening, Priss is caught up in one of the Griffon's motorcycle gang attacks. Priss chases the Griffon on her bike but the Griffon is too much a match for her bike. Her bike buckles and Priss is thrown off the bike at high speeds, ripping up her leg. Priss is picked up from the hospital by Linna where they see the owner of the Griffon with his girlfriend. The sounds of motorcycles on the highway fill the hospital hallway as a group of riders ride by... The girl screams in terror at the sound...

Priss convinces Nene to sneak her into the ADP computer room so they can figure out the identity of the owner of the motorcycle-trashing Griffon. The name J.B. Gibson comes up onto the terminal. They further find out that Gibson was involved in an accident where a motorcycle gang brutally attacked and wounded Gibson and his girlfriend, Naomi Anderson. Naomi hasn't spoken since the accident. Leon suddenly appears but Priss managed to get safely outside in time...

Gibson approaches Raven's garage and asks 'ji-san' for some hardware control units for the Griffon. Raven knows what Gibson has been doing

and refuses to give him the hardware. Gibson gets ticked off and leaves... Gibson returns to his apartment to find that cops have his apartment surrounded. Gibson grabs Naomi and takes off in the Griffon with the police in pursuit. Gibson manages to lose the police cars in chase...Naomi, finally break her silence, begs him to stop. Gibson ignores her and increases the power to the Griffon which causes the control system to overload in Gibson's face, blinding him. The Griffon races out of control down the highway...

The Knight Sabers have decided to help out Gibson at the request of 'ji-san'. Priss rides the new Highway Star in her hardsuit. She manages to catch up to the Griffon. Meanwhile, Celia and Linna are using the underground subway system in their hardsuit/motorslave combos to cut off Gibson. They are directed through the tunnels by Nene stationed at ADP (Advanced Police) HQ. The ADP have set up a roadblock a few miles down the road and are awaiting the Griffon. The Griffon's engines max out leaving Priss behind but Priss activates the rocket boosters on the Highway Star allowing her to catch up. She jumps off the Highway Star onto the Griffon. Priss rips out the roof and jumps in. She grabs Naomi and Gibson. Celia and Linna have caught up to the Griffon by this time. Priss with Gibson and Naomi jumps off the Griffon to be caught safely by Celia and Linna.

The Griffon roars towards the ADPolice roadblock and stops dead at the steel shield. However, the Griffon reverses, surprising the ADPolice...they fire upon the Griffon with no effect. Leon attaches a special missile to his gun and takes out the Griffon with little effort.

The next day Priss is ticked off that she has to fix the Highway Star all by herself...

BubbleGum Crisis 5: Moonlight Rambler

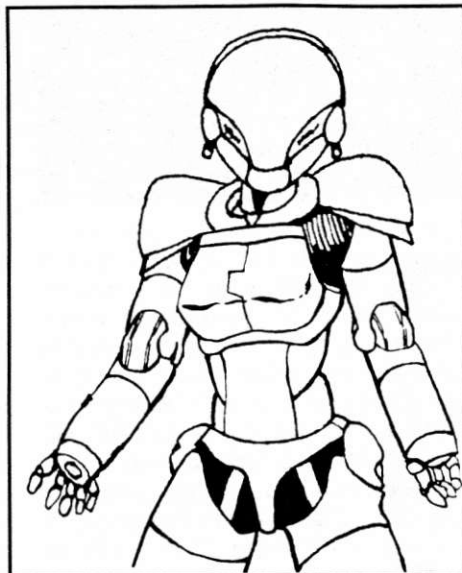
Shots are fired down a transport hallway on a Space Station. A car is being pursued by enforcement vehicles at high speeds. Five girls are attempting to escape from the station: Namu, Anri, Sylvie, Meg, and Ru. Anri has been injured during the escape. Fire in the hallway causes the emergency doors to close. The girls just make it past the closing doors but one of the enforcement vehicles are destroyed and the rest are cut off. Two boomers are activated to prevent their escape. The girls spot the boomers up ahead. Knowing they can't defeat them, they formulate a plan...

The car comes out of the transport hallway directly into the two boomers. The car explodes seemingly destroying the boomers. Or so they had hoped. The girls put the car on auto-pilot and escaped down another hallway. However, one of the boomers is still active and continues to hunt down the girls. The girls have made it to the shuttle launch bay, but the boomer has also found them. Only Sylvie and Anri make it to the shuttle alive. The boomer however has attached itself to the shuttle but Sylvie ejects the main thrust module and destroys the boomer in the resulting booster fire. The shuttle crashes onto the earth...

Leon and Daily investigate the crash the next day but are stopped due to red tape created by the Space Development Production Company (SDPC). It is revealed that a new battlesuit, the DD, was aboard the shuttle. The new battlesuit synchronizes with its pilots to act as one. Leon protests to continue the investigation, but the chief lets the case drop to avoid further red-tape trouble.

Meanwhile, at a bar, Priss introduces Sylvie, a new friend, to Linna and Celia. They all hit it off as friends immediately. Celia is approached by a rep from SDPC to enlist the Knight Saber's help in getting back the DD. The rep admits that the SDPC was being used as weapon factory for Genom and that the DD is weapon to be sold for profit to the highest bidder...

That same night, a couple are making out in the park when a large shadow causes the girl scream in terror. Their car is trashed by an obscure mech. Leon is now investigating bizarre murders



where the victims all died because of a lack of blood. Leon thinks that the 33S Sexaroid series Boomers are behind the vampire attacks since they require human blood.

Meanwhile Sylvie and Priss are becoming good friends. They look upon the GPCC (Genom Production Control Centre) where, unbenounced to them, plans are being made: Largo and the leader of the GPCC (Flint) decide that the 33Ses are after the data disk containing their designs schematics and that the DD must be recovered and the 33Ses destroyed.

Back at Sylvie's apartment, Sylvie draws blood from Anri to heal some damaged tissue on her finger. Later on that night, Sylvie is sneaking about in search of the data disk containing the 33S specs. Sylvie hypnotizes Flint and steals the disk. As she is leaving she runs into two guards. The guards question her and Sylvie responds by plugging lead into their faces. Sylvie, being the dumb person she is, has just fired upon two guards at the GPCC (= Boomer production centre)! The guards shed their skin and reveal their true nature. Sylvie runs and tries to escape on motorcycle. The Boomers pop their back thrusters and give chase and fire upon Sylvie.

Leon and Daily have figured out that the DD was aboard the shuttle the night it crashed. Leon goes on patrol to see explosions in the distance. Sylvie has been forced into a deep chasm at the end of an abandoned highway. The boomers follow Sylvie down the chasm to find the remains of her motorbike. Then Sylvie appears in the DD. She easily disposes of

the two boomers, but he is hurt before the are destroyed. Leon parachutes down in a K12 and attacks Sylvie. Sylvie has lost a lot of blood, and fall unconscious. At this point the J1 auto-combat computer takes over with these instructions: When the DD pilot's life stats go down below a certain level the J1 will engage and battle until the DD cannot continue, after which point it will self destruct with a force enough to level MegaTokyo! Leon cannot beat the J1 and is about to be axed when the Knight Sabers arrive...

The Knight Sabers battle the DD until Sylvie regains consciousness and opens the cockpit to reveal herself. Priss, Celia, and Nene instantly recognize their new friend Sylvie. The DD, still under control of the J1, marches towards Priss. Nene has detected a microneutron bomb set to blow within the DD. Sylvie begs Priss to kill her before the city is destroyed by the J1. Priss aims, but can't bring herself to do it. The DD trashes Priss and then continues to attack the others. Linna gets into to a tight situation but is saved by Celia. Celia attempts to spear Sylvie but her saber-sword falls short. The DD punches at Celia at full force, Celia just stares in horror...

The DD's punching arm sticks dismembered into the the ground. Priss has merged with her motorslave and saved Celia. Priss leaps into the air, the DD fires and destroys the motorslave but Priss comes out of the explosion unharmed. She yells 'Sylvie!!' as her laser pierces Sylvie's body. Priss lands just to catch Sylvie. Priss and Sylvie cry as Sylvie tells Priss to give the data disk to Anri. Anri can live without killing humans now. Sylvie dies and the J1 deactivates.

The Knight Sabers leave the area. Next we see Largo, in front of the GPCC, appears and says "Celia...Celia Stingray!" Celia turns feeling something ominous calling her... [Just wait till BGC 6 to find out.]



CHANNEL B.A.K.A.

"Kimagure Orange Road"

By Rick Fung

TV Series run: April 4, 1987 to March 7, 1988
 Creator: Izumi Matsumoto
 Character Designer: Akemi Takada
 Studios: Toho Studios Studio Permiot

Ayukawa Madoka: Hiromi Tsuru
 Kyousuke Kasuga: Toru Furuya
 Hikaru Hiyama: Eriko Hara

In 1987, a new show appeared on TV and it spawned a dedicated group of fans that rivals that of Mobile Suit Gundam, Macross or even Robotech...<grin>. The show was called Kimagure Orange Road. It ran for 3 seasons totalling 48 episodes. Afterwards, the KOR movie was released to finish the storyline that began in the TV series. 8 OVAs and 2 CDVs have been released since the TV series had finished. What sets KOR apart from other Anime shows? Its mixture of good story telling, excellent characterization, and great music. It shows that to be successful, you don't need mecha or a war-time setting. A major part of KOR's popularity is its light-hearted look back at being a teenager and young love. The storytelling kept the show proceeding and its characters growing. The use of flashbacks gave the story continuity. It showed the growing relationship between Kasuga and Madoka from the rocky beginning to a caring friendship, and finally, to love.

KOR centers around the relationships of three teenagers, and the resulting love triangle that develops between: Kasuga Kyousuke, Ayukawa Madoka, and Hikaru Hiyama. KOR follows them from their years in junior high school to just as they enter college. The stories tell of their summer adventures, school life, and some of the amazing predicaments when being decisive.

Kasuga is the major character in the series and acts as the narrator thus giving the audience an insight into his thoughts and feelings. Kasuga is your nice average sixteen-year-old male teenager, except he has one secret: He has ESP powers. All of Kasuga's family (except his Father) has ESP powers. He

has inherited this gift from his mother who is believed to have died before the start of the series. But while having ESP powers may seem wonderful, the downside is that the family has been moving from city to city to avoid being called 'freaks' after their powers have been revealed. Kasuga has several types of ESP gifts: Telekinesis, Premonition Dreams, Limited Time Travel, and Teleportation. As if to balance out his unique gifts, Kasuga is very indecisive. It is this indecisiveness that leads to problems in his relationship with Madoka and Hikaru. While Hikaru is totally infatuated with Kasuga, his attachment to Hikaru is more out of friendship. It is with Madoka that Kasuga is in love. I would say that they are fated to meet and that their destinies are closely entwined. This becomes very evident in the last two episodes of the series.

Ayukawa Madoka is the one of the lead female characters. Kasuga meets Madoka on the first day that he moves to the city and it is love at first sight. Kasuga and Madoka's relationship gets off to a shaky start; gradually they become close friends and that friendship leads to love. However, things are not all that easy as the two have problems in openly declaring their love for each other. Madoka can be considered the perfect girl; she is not only beautiful but also incredibly talented. She is highly skilled in all sports, plays several musical instruments, sings, acts, fights, and still gets good grades in school. On top of that, she also works part-time at the local cafe; ABCB. While she is

very gifted, she is not very popular in school due to her punkish image. Her reputation strikes fear into most students and even some teachers. There is also an aura of intrigue and mystery around Madoka as her mysterious past is hinted at, but never fully explained. But while Madoka doesn't have many friends, she does have her best friend from childhood; Hikaru.

Hikaru is the other leading female character in KOR. She is two years younger than Madoka. She and Madoka have known each other since childhood and are the best of friends. Hikaru can be described as very energetic, spontaneous, and overly optimistic. Unfortunately, she can be a bit naive, especially when she misses the signs of the growing love between Kasuga and Madoka. It was due to a mistaken impression of a kiss, during a hallway collision, that leads to Hikaru's total devotion to Kasuga and the start of the love triangle.

Discussion of KOR would not be complete without introducing the supporting cast. First, we introduce Kasuga's twin sisters: Manami and Kurumi.

...Continued on page 25



THE B.A.K.A. ANIME JUKEBOX

Bubblegum Crisis Vocal Complete Collection Vol. 1

FUTURELAND - LD32-5114

Translated by Benoy Koshy with John Brisson

Reviewed by Benoy Koshy

T#	Track Title	Time	Notes	Rating
1	There's a Hurricane Tonight	4:41	#1 Opening Song	09
2	Angel of Loneliness	4:43	#1 Song	08
3	Remember	4:45	#1 Song	07
4	Mr.Dandy	3:59	#1 Closing Song	08
5	MAD MACHINE	5:01	#2 Opening Song	09
6	Angels Dance at Sunrise	4:50	Song	08
7	Wild at Heart	4:15	Song	07
8	VICTORY	4:04	Song	08
9	Break down, Touch down	4:30	Song	08
10	Don't Forget	5:19	Song	07
11	Crisis:Run from the Mob	3:46	Song	09
12	The Devil's and Angel's Kiss	3:34	Song	09
13	TWILIGHT	4:42	Song	07

OVERALL: Time: 58:36 Rating: 8.0



This CD is great. Great songs, both the slow and the rock tracks are excellent. As you can tell from the rating this CD is a definite must buy even if you're not that big a fan of the Bubblegum Crisis series. The Vocal collection contains all the songs from the first four episodes. The cover of the CD portray Priss, Linna, Nene and Sylia with various musical instruments. The insert booklet contains the song lyrics but there are no pictures except of Priss and her motoslave on the back. Price ranges from \$30-32 (US).

Kimagure Orange Road Singing Heart

FUTURELAND - LD32-5061

Translated by Benoy Koshy with John Brisson

Reviewed by Benoy Koshy

T#	Track Title	Time	Notes	Rating
1	Summer Mirage	4:31	Song	09
2	Orange Mystery	3:53	Song	10
3	Be my Darling	3:55	Song	07
4	January	4:38	Song	08
5	NIGHT OF SUMMER SIDE	4:08	Song	10
6	Its Yesterday Once Again	4:35	Song	09
7	Again	3:51	Song	07
8	Breaking Heart	4:02	Song	09
9	Sarubia no hana no you ni	3:58	Song	07
10	Dangerous Triangle	4:15	Song	08
11	Sad Burning Heart	4:04	Song	10
12	With this heart ONE MORE TIME	4:40	Song	07

OVERALL: Time: 66:43 Rating: 8.4



The Singing Heart CD is incredible! Some of the best Japanese pop, love, and rock songs are on this CD. Orange Mystery, Night of Summer Side, and Sad Burning Heart are of particular note. We had trouble translating track #9 and left it in Japanese after too much brain-wracking... (What the heck is a Sarubia? -ed) Anyway, if you think Singing Heart is good, just wait till we review Loving Heart. Price ranges from \$30-\$32 (US).

STUDIO B A K A



HUMOR: BONUS! FIND WALDO



MS GUNDAM... UNDEFEATED
WHAT'S THE SECRET?



"IT'S GOTTA BE
THE SHOES!!!"

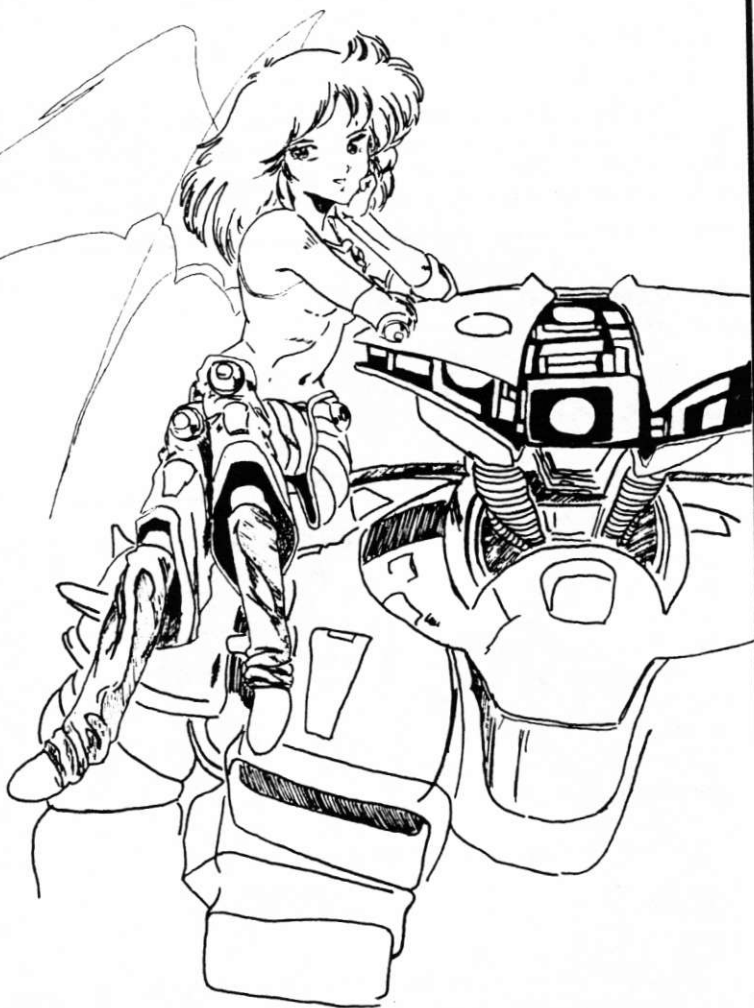


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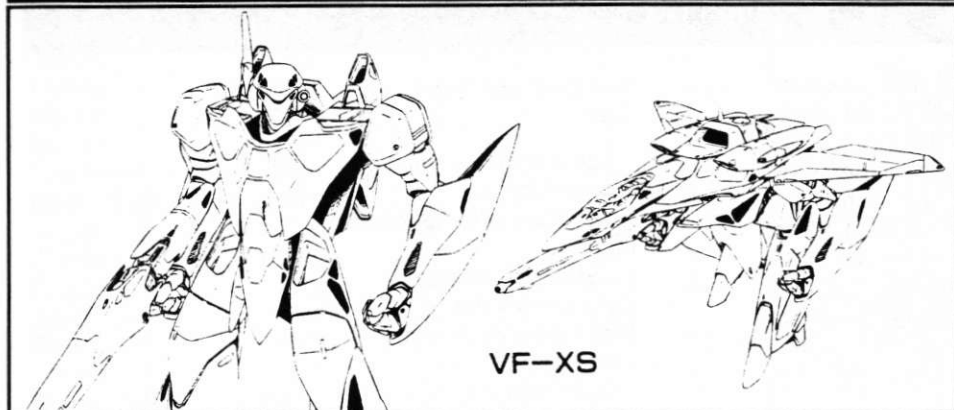
IT'S GOTTA BE
THE SHOES!!!

BEST ON GUNDAM, BEST ON MARS. AT A SIDE
NEAR YOU!!!



ANIME PREVIEW

"Macross II"



VF-XXS

Yes its true, Rick, Minmay and Lisa Hayes are back! — NOT!!! Macross II, the sequel to Macross, has been awaited by fans for some time now. Its finally a reality in the form of a 6 part OVA series going on sale this March from Bandai. The new Macross OAV will feature a new story, a new set of characters and mecha. In a world several 10's of years after the original TV series, Earth is attacked by a new threat: The Maldook. After living in peace around the immobilized Macross Fortress for so many years, Earth is alerted to the new threat when the Macross fires off into space much like it did in the original series. This time however, the aliens aren't going to run from a singing Minmay....they actually are stimulated by song.

Director is Hatsutani (Megazone 23 Part III). Character design by Haruhiko Mikimoto (Macross, Gunbuster, Orguss). Mecha design by Fujida Katsumi. Each volume will be 30 minutes long. As of now the price is still not published. The LD version is also planned to be released in March.



The new characters:

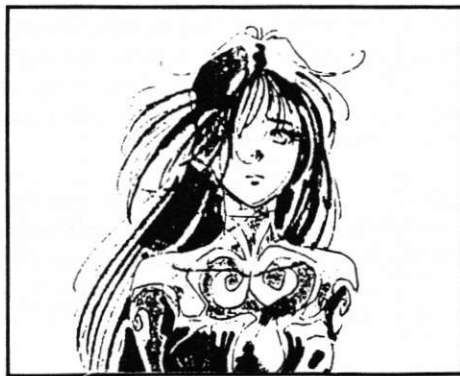
Kanzaki Hibiki (male): A news network's scandal reporter. 17 years-old. He met Sylvie when he started to investigate her on a scandal.

Ishstar (female): Mystery girl from the Maldook army. She was rescued by Hibiki (how surprising) while wandering around the battle fields. She is then led by Hibiki to live on earth.

Sylvie Jeana (female): A skilled expert pilot who hates to lose to men from the Union Army. 18 years-old. She is supposed to be beautiful, hence she is looked upon as an "idol" in and out of the army. She has a tough personality that won't give up until her goal is achieved. The encounter with Hibiki shall change her life.

Nex (male): A Major in the Union Army. As the Ace Pilot of the Union Army, he wants to marry Sylvie.

The new mecha are based on the old ones. They look a lot like the old ones, except more futuristic. Hibiki also pilots one of this mecha(except, it's supposed to



be a commercial model) around when he runs around collecting news.

Now the story:

According to the director: "It is a sequel to the old Macross. However, since the story is all revised, it will take place a long time after where the other one left off. I can't give you the definite length for the separation, roughly, it's about couple hundred years later. In order for a brand new story to take place, this much time gap if necessary."

As for the enemy:

"This time, it's the Maldook Army. A "homeless" group which has been wandering around in space for a while. They conquer the planets which they feel has the potential for their future and absorbs the culture of that planet. That leads to the invasion of Earth... Among the characters, Hibiki, Sylvie, and Ishstar shall become the center gear of the story. Of course, there will be love story between them. But at the last half there will be a major change involving the plot..."

"In the previous series, the conflict was resolved by the "culture factor" which led to co-existence; this basic plot will also remain unchanged. The bad guys are attracted by the culture on earth and wish to invade earth. Song will also have a major impact on the story, that's why Ishstar becomes an important character. In contrast to the Maldook, who have been wandering around in space, the people of the Earth have been living a peaceful life since that last war. So song becomes a good weapon against the bad guys. However, among the earth people, who believe in their culture, all have this "don't need to worry" feeling toward this invasion, which is deadly. Hibiki is a representation of this type. After the war started his expectation is shattered. From that point on, his "growth" stage begins...."

Macross II is being dubbed by US Renditions; expect it to come out roughly at the same time in japan.



A POINTLESS LOOK AT THE GUNDAM UNIVERSE M.S. RATINGS

by Daniel Ho

Admit it. You've argued at least once or twice about the superiority of the Veritech fighter over the Female Power Armor, or vice versa. Rating the various Mobile Suits (MS) in the Gundam universe is just as idiotic, so that's why I'll settle the issue before you even start. At the present, two schools of thought exist on how they perform. The first school believes the performance of a mobile suit as televised is a direct indicator of its worth. The second school believes that performance specs are more important. These highly respected authorities are paid to be definitive, so there can be no arguing against their infinite wisdom. Any errors are solely due to the editor's fault, not mine. Now here goes...

School One: Super Deformed Gundam Trading Cards

Each vehicle gets HP (hits?, health?) points. As a result, a bunch of dime-a-dozen-mobile suits will get slaughtered by an ace if his HP totals more than the others combined. Most of the cards also include SD exclusive MS (Satan Gundam: 1200 HP!) so those have been ignored. A lower M.S. never defeats a higher one on TV. The series each MS came from is in parentheses.

1=One Year War
Z=Zeta Gundam
ZZ=Gundam Double Zeta
C=Char's Counterattack
O=Other

Note: The rating system is rather confusing: On one hand, its based on how well they did in combat. That's why the top-of-the-line Sazabi is lower down than the Jagd Doga. One the other hand, certain MS should be but are not: compare the Jegan vs. the six Gears Dogas, or the Zaku with the GM. Its curious why they included Superior Gundam in this set, and why they left out several other significant and powerful MS such as Geymalk, Elmeth, Brae Brau and Big Zam.

HP	Name	Series
0	Zaku	1
20	GM	1
20	Zion Transport Plane	1
30	9 Bowls	1
40	6 GMs	1
	Core Top (ZZ Gundam)	ZZ
50	Gun Unit	1
60	Core Fighter(RX-78)	1
	Gun Cannon	1
	6 Gears Dogas	C
	6 Zakus	1
70	Gaz R	ZZ
	Gaz L	ZZ
	Guf	1
	3 Hambrabis	Z

70	Rick Dom with Beamsaber	1
	Zgok	1
	3 Zakus with machineguns	1
	Mousai Cruiser	1
80	Wave Rider (Zeta Gundam)	Z
	Jegan	C
	2 Zakus with bazookas	1
	Zgok underwater	1
	Rick Dom with bazooka	1
	White Base	1
	2 Gun Cannons	1
90	Psycho Gundam	Z
	Pallas Athena	Z
100	Zion G	1
	Geloog	1
110	Gundam MkII	Z
	Alex Gundam Full Armor	O
120	Sazabi	C
	Gundam RX-78	1
130	Jagd Doga	C
	Super Gundam	Z
	Alex Gundam	O
140	The O	Z
150	Quelbey	Z
	Alpha Azeiru	C
160	Zeta Gundam (MS mode)	Z
170	ZZ Gundam	ZZ
	Zeta Gundam with H.M. Launcher	Z
180	ZZ Gundam Full Armor	ZZ
200	Superior Gundam(MSA-0011)	O
	V-Gundam with Funnels	C

School Two: Super Deformed Gundam II: the Video Game

Cost of a mobile suit depends on EN, TN, MV and the three weapons it has available (but not listed here). Endurance seems to reflect both armor and survivability. Mobile Armors tend to have superior endurance. Number of Turns is probably derived from factors such as psycho mu (Elmeth), biosensor (Z Gundam, the O), raw firepower (Vig Zam), or a linear seat. More expensive mobile suits are expected to kick lower mobile suits, but this doesn't always happen, since it would be un-Gundamlike (and make a poor video game). Again, several dozen MS have been left out.

Note: The RX-78 outperforms all other sin the One Year War except the Mobile Armors. The Zeta Gundam is outclassed by the Queleby and The O. V-Gundam has ten movement points to stop falling asteroids

Name	PC	EN	TN	MV	S
Zaku	100	80	1	4	1
Guf	200	80	1	4	1
Dom	500	80	1	4	1
ZGok	700	80	1	4	1
Zogg	900	96	2	5	?
Zakreo	1000	80	2	6	?
Geloog	1100	88	1	5	1
Marasai	1200	88	2	6	Z
Barzam	1300	88	1	6	?
Rick Dias	1500	96	1	6	Z
Geara Doga	1500	96	1	6	C
Jegan	1500	96	1	6	C
Gundam RX-78	1600	96	1	6	1
Capule	1600	96	1	6	ZZ
Zssa	1800	96	1	5	ZZ
Ga-Zowmn	1800	96	1	5	ZZ
Elmeth	1900	104	2	8	1
Gundam MK II	2000	112	1	7	Z
Asshiamr	2000	104	1	7	Z
Drissen	2300	112	1	7	ZZ
Bound Doc	2500	112	2	7	Z
Zion G	3200	144	2	6	1
Hambrabi	3200	120	1	7	Z
RE-Gundam Zeta	3400	128	1	7	C
Hyakushiki	3500	136	1	7	Z
Pallas Athena	3600	136	1	7	Z
Mousai (ship)	3800	136	2	5	1
Messala	4000	144	2	7	Z
R-Jarja	4000	144	1	7	ZZ
Zeta Gundam	4000	152	2	7	Z
Qubeley	4200	152	2	8	Z
Jagd Doga	4400	160	2	8	C
Hamma Hamma	4700	160	2	8	ZZ
The O	5300	160	2	7	Z
Gundam ZZ	5500	160	3	8	ZZ
Vig Zam	5500	176	3	6	1
Psycho Gundam	5700	176	3	6	Z
Sazabi	5800	168	3	8	C
V-Gundam (RX-93)	6200	168	3	10	C
Quin Mantha	7000	168	3	8	ZZ
White Base (ship)	8000	176	3	6	1
Alpha Azieru	8500	176	3	6	C
Leuroula (ship)	11000	184	3	7	C
Lar Kalum (ship)	14000	192	4	8	C

Key to abbreviations

PC = Production Cost
 EN = Endurance
 TN = Turns
 MV = Movement points
 S = Series
 1 = One Year War
 Z = Gundam Z
 ZZ = Gundam ZZ

Continued from page 8...

an evil band of pirates as the oppressors and off you go...not much too see here except nice clean character animation and very over-cool mecha scenes. USRenditions has released a subtitled version of Dangaio Act I, and plans are to continue with Act II soon...there are three acts in the Dangaio series.

Megazone 23 Part I: a very unique film. Unique mainly because of the ending where its not definite whether the main character, Shogo, really made a difference in his world. He doesn't really save the day, or stop the menace or get the girl. One is left with a feeling of hopelessness of the situation that is presented in Megazone 23 Part I.

To be led to believe, through media manipulation and well-thought master plan, that you are living life normally on Earth when in fact you are living on a satellite was too much for Shogo. He wanted to expose the truth: Earth was devastated in a great war, and the survivors did not want such a thing to happen again to the Earth so they sent the remaining populace into orbit aboard Megazone 23, a satellite. Shogo feels that is not right for a few people to make decisions for the entire world. Only a select few know the truth, and the fact that Megazone and the Earth are at war with an alien race threatening the very existence of the remaining population.

It is not until Shogo happens to 'acquire' the prototype Garland transformable motorcycle/combat armor he is contacted by the mysterious computer intelligence, Eve. Eve wants to help Shogo. The film, well directed, and well animated for its time, portrays the frustrations of this young-punk boy as he fights to learn the truth. The film's ambiguous ending is resolved in Megazone Part II which is available in English, and one of the more successful attempts at dubbing anime. Part II, however, is not associated with Toshihiro Hirano.

Vampire Princess Miyu is another horror entry directed by Toshihiro Hirano. Based on the manga of the same name, Vampire Princess Miyu is one of the better anime Vampire stories (although nothing tops Vampire Hunter 'D'). Miyu applies traditional Japanese horror with a modern day Japan twist. You won't see the massive stereotypes played upon in Miyu but what you will see are mysterious and wondrous horror stories that send a slow chill up the spine. Miyu can be best described as 'slow horror', something that gets to you after you watch it. The main characters that follow the 4 OVA series are Miyu, a vampire with interesting wants and desires, like normal vampires she requires the blood of humans to survive. Miyu is accompanied by her demon lover, Laba, who acts as a companion and protector. The third character is Himiko, a psychic spiritualist who is trying to hunt down Miyu, although her motives change as the series progresses. An excellent story and animation direction make this a very good and haunting OVA series. Soon to be released from AnimEigo, subtitled, on the new moon: May 3rd.

It seems that Hirano is doing more animation direction than character design, but there's a reason why: He's good at it. Most of his works are worth checking out and Icier 1, Megazone 23 Part I, and Vampire Princess Miyu are not to missed. I hope we will see more from this talented creator soon!

SUPER DIMENSIONAL SYNOPSIS

"Nadia The Secret of Blue Water"

Thanks to Larry Mann for these synopsis

Episode #4: "The All-purpose Submarine Nautilus"

As the Grantan floats in the ocean, Sanson and Hanson are fishing while Grandis takes a sunbath. Sanson tries to be very suave, but ends up getting knocked into the water...

Meanwhile, Nadia and Jean are fishing from Jean's plane. Jean tries once again to impress Nadia, but only ends up making a fool of himself. All of a sudden they notice a huge shadow moving under them. They wonder what it is, and don't notice that it stops directly under them. Suddenly the sea erupts in a violent tempest, and the plane flips over and sinks. Nadia and Jean flounder in the water for a moment. They spot each other and start laughing at the way they look-then realize that they now have no air! They frantically swim for the surface, but a large metal door clangs shut and traps them. They can only assume that this is the end, and let themselves sink down as the lights fade to a dull red...

A large pump activates and removes the water from the room. Nadia and Jean don't realize that the water is gone for a few minutes, but soon discover that they can breathe. Then the light come on, and they observe their surroundings: obviously the interior of a submarine. Jean immediately starts trying to find a way out of the room. Their conversation is being monitored from the bridge of the submarine, the Nautilus. (And yes, the captain's name is Nemo.) Soon after, Electra appears, wearing an odd pair of glasses. Nadia and Jean have a long conversation with Electra, culminating in the offer of a shower, to which Nadia responds very brightly "A SHOWER?!" Jean almost glances at Nadia during the shower, but a brush thrown at his face keeps him looking the other way. Afterward, the two are given a room, and the submarine moves on.

Roughly five days pass, with very little to do. (The light go on and off to indicate time of day.) Nadia talks a bit about her jewel, the Blue Water. Jean



finally gets restless and tries to find a means of getting out of the room. His first attempt is the door, but an advanced lock prevents him from getting out. Then he spots an air grating. He manages to remove it and clambers into the air vent, which is pitch black.

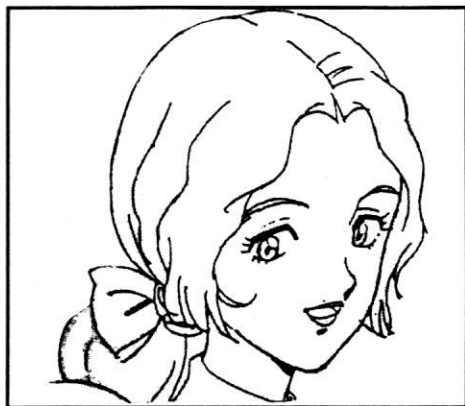
Meanwhile, the sonarman detects an object approaching the Nautilus. Nemo quickly orders everything shut down. The Nautilus goes completely silent as everyone sits and watches. From one side the submarine with glowing red portholes appears. The crew watch nervously as it approaches. Suddenly a loud clanging sound travels through the submarine that nobody can explain: it is Jean hammering away at a grating with a wrench. Unable to dislodge the grating, he

turns and starts searching for another.

Meanwhile, the enemy sub draws closer and begins to pass overhead. Everyone watches in apprehension. The sub cruises past-and then starts dropping depth charges! The sonarman shouts that depth charges are on their way down. Nemo quickly orders the Nautilus to full power and they attempt to evade. As the charges explode, the ship is not damaged, but is badly shaken. Jean is thrown all the way back down the air passage and back into the room, destroying a sink in the process.

Some time later, Electra tells Jean and Nadia to come with her. The Nautilus shoots up to the surface, and Jean and Nadia breathe some fresh air. Then

Jean's plane is unveiled: It has been totally redesigned for landing on water, with highly advanced wing and floatation design. Electra says that it is a gift from her and the Nautilus. As Jean delights over the improvements, Nadia catches a glimpse of Nemo sitting silently on the conning tower. She starts to say something, but Jean calls her away. As the plane powers up and soars into the sky, Electra removes her glasses and says "Farewell, princess."



Episode 5: "Marie's Island"

Leaving the Nautilus, Jean, Nadia, and King head for the island to which they were directed last episode. Jean and Nadia marvel at the improvements made on his plan and at the joy of flying in general.

Meanwhile, Grandis and company have found their way to the island already. Grandis complains of not having had a decent meal in ages because they've spent so much time chasing the Blue Water. Getting only minor responses from Sanson, she berates him and Hanson for being so useless in dealing with the children. Complaining of useless men and being far from civilization, she asks God if she has done something wrong. Sanson replies that she is too full of herself. She brains him with a bottle and says he talks too much. They all lie back and relax, wondering if they'll ever get Blue Water, when what should appear but Jean's plane and "Blue Water!"...

Jean and Nadia are talking about landing the plane on the island that she sees below them (Nadia at this time is a little scared with flying so high). As if on cue, they are then shot down, but not by Grandis and company. Those three are watching, though, and Grandis insists they set off immediately to "rescue" the plane's passengers, and of course exploit the chance of getting Blue Water. Hanson

says the Grantan's repairs are almost done; Grandis asks if that is important than the children's lives. Hanson says she means "more than Blue Water", and she again replies that he talks too much. Watching the plane scatter itself in the trees, she notes what heroic children they were, and all three offer a reverent "Amen" before proceeding.

Nadia is the first to awaken, and finding herself alone, starts searching. She finds Jean's hat (he loses his hat often, but never his glasses), and Jean not far from it. After he awakens, they decide to search for King. As Grandis and crew arrive on the scene, they wonder if the children are dead. Suddenly, their own lives are put in peril...

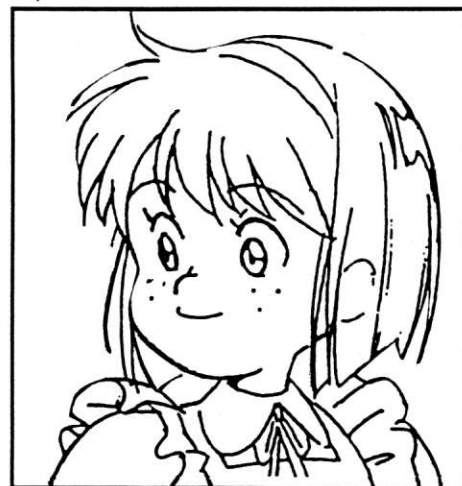
As Jean and Nadia walk along he wonders who shot at them while she wonders if King is OK. They spot some people lying in the road. It doesn't take long to discover they're all dead. All, that is, except the little girl. Before they can think much about it, however, they hear footsteps and hide, only to see what has become of the Grandis trio. Jean figures that their captors must be the ones who shot down the people in the road. The bushes move and Jean fears they've been found out, but it's only King.

Later the little girl wakes up and introduces herself as Marie. Nadia introduces herself, Jean, and King, who immediately takes a shine to Marie. Marie insists on going to where her mommy and daddy are, and says that her father said he would hide in their village nearby. Nadia says she's bright, and Marie replies, "Yeah, that's what mommy said!", which makes Nadia cry. Jean suggests they go to the village.

Meanwhile, in the crater, one of the masked figures is reporting the plane crash and the capture of three strangers to his superior, who says he'll question them. He wonders at someone outside their group having as advanced technology as an airplane, and speculates a connection to the Nautilus.

At the village, Marie wonders why her parents are so late in coming home. To distract her, Jean asks what her father does. She replies that he's an engineer at an electric power plant, which Jean recognizes as a thermal power plant. He wonders what one would be doing here on the island. He asks why her parents were hurrying. Marie says she doesn't know;

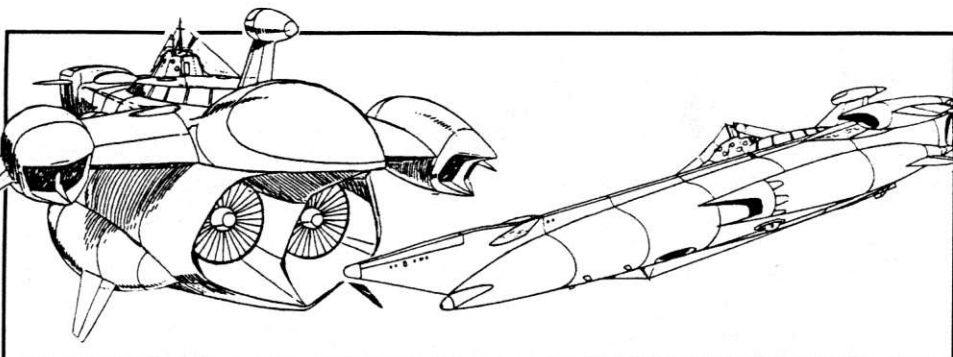
her mother awakened her and she didn't know why her parents were running scared into the forest, or who the scary men chasing them were. There was "an awful noise", and then "Papa and Mama fell asleep", after which she only remembers her mother's hands getting colder. Nadia attempts to comfort Marie, but the quiet moment is shattered when the house falls under siege. Jean realizes the candle's flame gave them away, as the commanding officer gives them until the count of five to come out with their hands up. Right at "five" Jean says they're coming out. The officer quietly tells his men to shoot anyway as they come out. The three effect an escape, however. Jean and Nadia wonder where to go, and Marie suggests a big cave on the other side of the cape, where they might meet her father's friends, and maybe her parents. The raiding party's commander reports the escape of three children and a cat to his superior. The superior orders him to capture the girl alive, but he can kill the others. The superior then turns to Grandis and crew



and accuses them of lying. Grandis insists that, as they said before, they were only there to get Blue Water, which she claims to have seen in advertisement back home (no doubt in a circus poster). She then figures that they can be freed, but the head man says that he can't do that; since they all took the trouble to come here, he will have them work until they die. As the three are hauled off protesting, he says that the island's secrets must not be disclosed to the outside world.

Back in the cave, Jean discovers a store of food and water, proving that the cave was an intended hideout. Later that night, unable to sleep, he says that there's something that has to be done before Marie wakes up in the morning. Nadia insists on helping.

Next morning, before the graves of Marie's parents and dog, Nadia tries to explain to Marie that they have "passed on" and gone to a place called Heaven. Marie insists on going there too, but Jean says she can't. When he says Marie will never see her parents again, she bursts into tears, and as Nadia comforts her Jean tries to keep from doing the same...



Episode 6: "The Fortress on the Solitary Island"

Jean, approaching the church that Marie had said was near her house, encounters an enemy tank patrol. He has never seen a tank before. The enemy soldiers exchange the password "Neo-atlantean". A soldier reports that the children have not been found yet; his commander says they mustn't kill the girl. Jean figures the troops are searching for them, and that "the girl" is Nadia. He follows his map to the harbor via Marie's directions, the church having been a landmark along the way. He marvels at its construction and electrical systems (this is 1889 remember). He's tracing the power source back to a mountain when he hears an alarm sound. It indicates a deserter, who dies in his escape attempt.

Back in the cave, Marie insists Nadia say goodnight to her like her mother did, but it's almost too much for Nadia when Marie responds, "Goodnight, mama." The next day, Nadia and Jean are arguing over rescuing any captured villagers who may still be alive and trying to escape with them. Nadia doubts that any are alive, and even if there were, that she and Jean could rescue them. As the argument escalates, Marie asks if this is a husband and wife quarrel, which Jean and Nadia vehemently deny. As the argument continues over Marie's safety, she wanders out into a flower field despite Nadia's warning and King's protest. Nadia continues to argue over the danger of Jean's going to the rescue; he says there is no way to get off the island without some level of danger. Outside, Marie spots a flower she can't reach. A deep voice offers to pick it for her... Jean stops Nadia from responding to her screams, saying that they can't risk discovery and will have to rescue her and King from the enemy later. The villains depart, their robot tank metaphorically crushing the flowers under tread as it leaves.

Jean spots smoke coming from the

mountain crater and figures that there is a secret base inside. They discover a tunnel of power cables and follow it, Jean warning Nadia of the danger of touching them in the process. They emerge in a mining pit and discover why the people of the island were captured. They also discover the base, and Jean once again marvels at the level of technology present. He also wonders about the mysterious tower in the center of crater, thinking that perhaps it is an antenna. Nadia notes how it sparkles, making Jean wonder at the function of a glass tower.

They try using one of the ore chutes to make progress, after witnessing an abortive escape attempt by Grandis and henchmen. Nadia gets caught up when the conveyor starts, and Jean, struck on the head by a stray rock, fares no better (he loses his hat, but not his glasses!). From the spiral conveyor they spot the "sea monster", confirming Jean's suspicions that it was a submarine. They also spot a gathering of the villains led by the man in the red suit, referred to as Gargoyl.

On his way to the podium, Gargoyl



tells his subordinate to capture Nadia alive, no matter how many troops it takes. Jean is wondering over the cries of "Neo-atlantean", but the proximity of the ore shredder at the conveyor's end cuts his musing short (pun intended). Inside, Gargoyl and a scientist examine a mysterious blue structure. Gargoyl asks about the progress on preparation of artificial "oriharcon" (oriharcon is a substitute for what would be more commonly called the Blue Water). The scientist replies that it is 0.01% more than planned, but it's sufficient for their experiment.

In the refinery area, the heat proves too much for Nadia, and her efforts to cool off prove too much for Jean! Emerging from the refinery, the pair discovers that the ore is being used to produce glass blocks. Jean says that after dark there will be fewer guards and they can move about more easily.

Back at the lab, the scientist remarks that this project has had all their collected scientific knowledge poured into it. He protests to Gargoyl, however, that the present conditions (production, etc.) will not permit a demonstration of the device's maximum capacity as planned. Gargoyl replies that they will go on despite the scientist's protestation, and that the device may be of use to them in actual warfare. He places his hand on the blue prism-like object, which immediately and unexpectedly lights up!

Elsewhere, Nadia's Blue Water crystal mimics this reaction. Jean asks her why it is happening, but Nadia replies that she doesn't know; Blue Water has never done this before. From this reaction, Gargoyl's belief that Nadia has Blue Water is further confirmed. Unfortunately, the light given off by Nadia's crystal is giving them away, so she and Jean attempt to run for it, but Jean is hurt. As they're cornered, Nadia gives Jean the Blue Water and diverts the troops away while Jean escapes. But he swears to return...

Continued from page 5...

Camille and Emma are sent to help. During the combat, Sidore is killed, and Sara retreats in fear. Sara's retreat forces Jerid to also retreat with her.

The Titans begin their operation of attacking the Moon City Of Von Braun. Both sides launch their suits, and a large scale battle results. Camille is reunited with Quattro during the battle. The Titans are able to get the upper hand, and secure Von Braun, forcing the A.E.U.G to withdraw.

While the A.E.U.G. plan to recapture Von Braun, back on Earth Quattro and Blex try to convince the Earth Government about the hostility of the Titans. They are both enraged to hear that the Earth Government is handing over all military control to the Titans. Back on the moon, Camille & Katsu enter Von Braun on a spy mission. By chance, they happens to run into Jerid and Maure and Camille gets into a fight with Jerid. With Katsu's help, they manage to escape capture. Back on Earth, Blex is murdered in his hotel room by unknown assailants. His dying words to Quattro are to become once again Char Aznable, and led the A.E.U.G. . On the moon, a new battle starts between the A.E.U.G. and Titans over the control of Von Braun. The battle ends by the Titans retreating since the city is now useless due to it's power plant being destroyed.

The Titans formulate a new plan, one that involves crashing a Space Colony from side 4 into the city of Granada. As this plans goes into operation, the Radish detects the approaching colony. Both the Radish and Ahgama send forces to intercept, and a battle starts up against Titan. Emma finally manages to activate the Colony's thrusters, and the Colony ends up missing Granada by a very small margin....

NEXT ISSUE: Conclusion of Z Gundam.

Continued from page 16...

Like Kasuga they too are ESP gifted. Kurumi is too indiscriminate in using her ESP powers. She once ran a 50m race in 3 seconds; forcing the family to move once again. Manami is more responsible and more level-headed than Kurumi, acting as the balance between the twins. Next we introduce Kasuga's classmates; Komatsu and Hatta. These two provide more of the comic elements in KOR. Both are girl-crazy perverts, and are constantly after Kasuga's sisters. Yuhsaku, a childhood friend of both Hikaru and Madoka, is incredible strong for a boy of his age. He is exceptionally good at Karate. He is deeply infatuated with Hikaru and gets very jealous of any boy who flirts with her (or any boy that she flirts with). Unfortunately, Yuhsaku has the problem of being too shy to tell Hikaru how he feels. Later on, Kazuya, Kasuga's cousin, is introduced. Kazuya is five years old and looks exactly like Kasuga when he was young. He also has ESP powers and enjoys making his older cousin's love life miserable. Lastly, there is Jingoro, the family cat. It is usual to have a scene in the show where Jingoro is molested in some way or form. ie. Being made up as a punk, levitated to and from, being dropped from great heights, and dodging flying furniture.

Kimagure Orange Road is a classic series. While the visual slapstick scenes translate well, it is the verbal dialogue that adds to the series and provides better characterization. Since the series builds up tie-ins from previous shows, I would recommend watching KOR from the beginning to get the best enjoyment out of the series.

Special thanks to Willian Chow for his article and Tommy Whang for his help.

ANIMECON'92 NEWS

There is a change in the group who are sponsoring AnimeCon'92. AnimeCon'91 was run by a for-profit corporation called AnimeCon corp. AnimeCon'92 will be run by a non-profit organization called The Society for the Promotion of Japanese Animation.

Those seeking refunds or other matters dealing with AnimeCon'91 should address their concerns to AnimeCon Corp. It should be no secret that Toren Smith of Studio Proteus is the acting President of AnimeCon Corp. All cheques for AnimeCon'92 should be made out to The Society for the Promotion of Japanese Animation, and should be mailed to the new address below.

In addition to these changes, Gainax and Studio Proteus are no longer sponsoring AnimeCon. In their place Viz Communications and Bandai will replace them.

General Info:

AnimeCon '92
San Jose Red Lion Inn
July 3 - 5

Memberships:

Until April 1: \$35
Until June 1: \$40
No memberships accepted
between June 1 and July 4th.
At-Con Memberships: \$45
One-Days: \$25/day

Room Rates are:

Single: \$62/night, Double: \$69/night,
Triple: \$75/night, and Quad: \$81/night
The hotel number is (408) 453-4000.

Guests:

Haruhiko Mikimoto (Macross, Orguss,
Gunbuster)
Yoshiyuki Tomino (Mobile Suit Gundam)

Leiji Matsumoto and Hayao Miyazaki
are not expected to attend

Viz is attempting to bring over
Takahashi Rumiko, Shirow Masamune,
and Buichi Terazawa

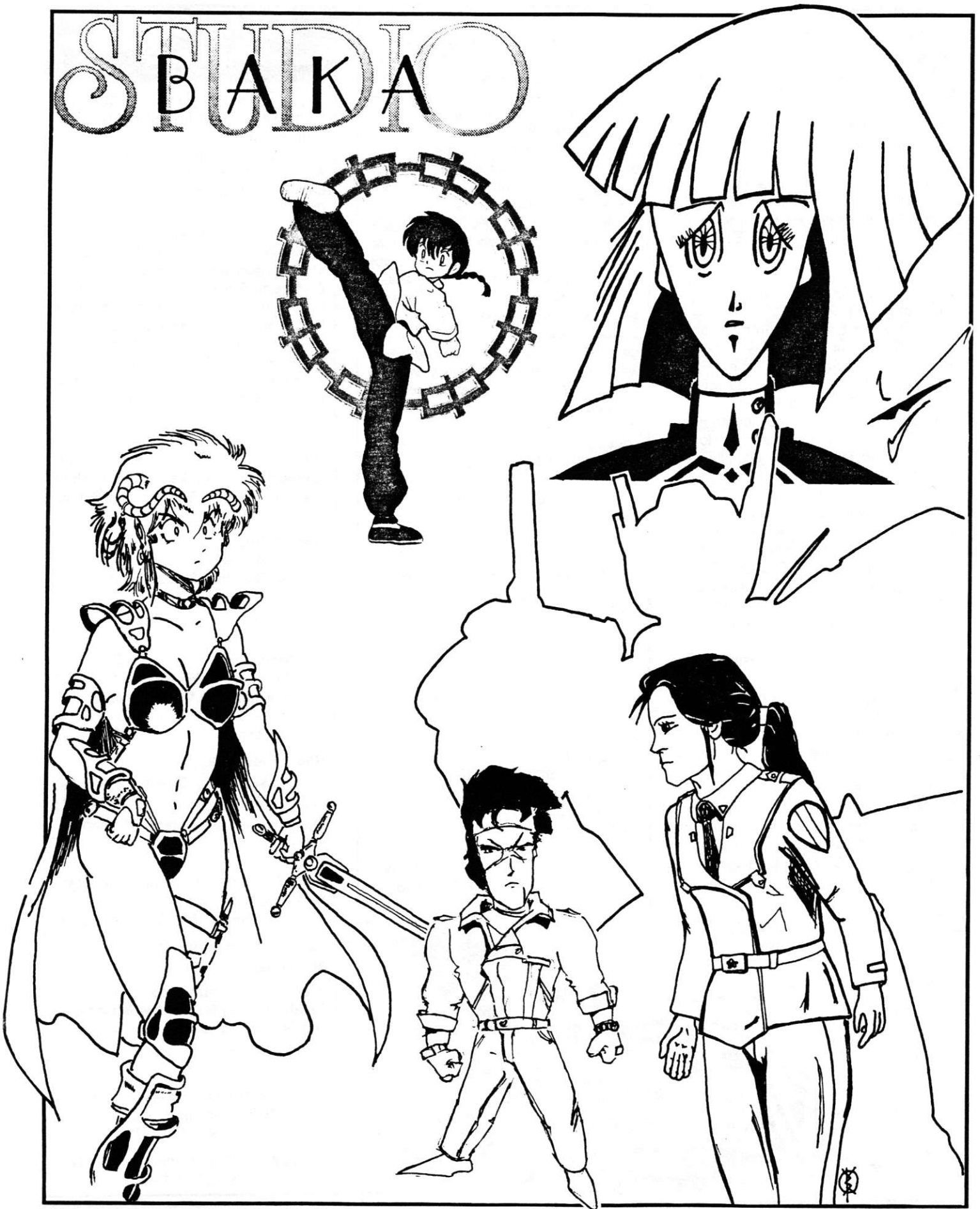
Con Address:

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Berkeley, CA, 94704, USA

The AnimeCon hotline number is
(510)-843-8523



STUDIO BAKA



INTERVIEW WITH ROBERT J. WOODHEAD

President of *AnimEigo* Japan

AnimEigo announced that it would release *Vampire Princess Miyu* on May 3rd (appropriately a full moon) on VHS for \$39.95 / 2 episode tape.

The question arose: "Why was *Riding Bean* \$34.95 and *Madox* -01 \$39.95?" Here is some interesting things Robert Woodhead, president of AnimEigo had to say on AnimEigo's pricing:

BAKA: Now that this has come up, why was *Madox* priced at 39.95 along with *Miyu*? Different companies demanded different royalties? Anyhow we hope the LD will be as cheap if not cheaper than the 2 tapes required for the series.

RW: *Madox* was \$39.95 because it was our first tape and we had no data points as to the pricing curve for subtitled Anime. Plus, it was our only product at that time, so all the overhead in the company was dumped upon it's shoulders. When *BEAN* came out, we had more experience, and we decided to test the \$34.95 price range. To our surprise, *Madox* has sold better at \$39.95 than *BEAN* at \$34.95, even though people keep telling us they like *BEAN* better [this is after adjusting for the fact that *Madox* has been out longer than *BEAN*, btw]. Over the last few months, sales rates on the two have been about the same.

This lead us to a tentative conclusion that the market is price insensitive in the \$34.95-\$39.95 range; the extra \$5 doesn't stop people from buying.

However, from a long term perspective, we want to get the price down in order to expand the market faster; that's why, even knowing what we did about the market, we put *Crisis* out at \$34.95.

Miyu is coming out at \$39.95 because (a) since we are packaging two episodes on a tape, the royalty is a little higher and (b) we think it is a fair price-point for a two-pack of 25-minute OVA's.

BAKA: Well that answers my questions...I can't WAIT! What about the packaging for the LD, plan to keep faithful to one or a combination of the Japanese LD covers?

RW: More or less. We could do a cover with all 4 *Miyu* covers on it, but the *Miyu* cover designs are so good that it's a shame to shrink them. One idea is to put one of the cover designs on the front and the other 3 on the back.

We would like to thank Robert for allowing us to print his responses from Rec.Arts.Anime.

Coming next issue:

- Z Gundam Conclusion
- More Nadia Synopsis
- BubbleGum Crisis 6, 7, 8
- Silent Mobius
- Miyazaki's Nausicaa
- Introduction to Modeling
- More CD reviews
- Ranma 1/2
- and much much more!

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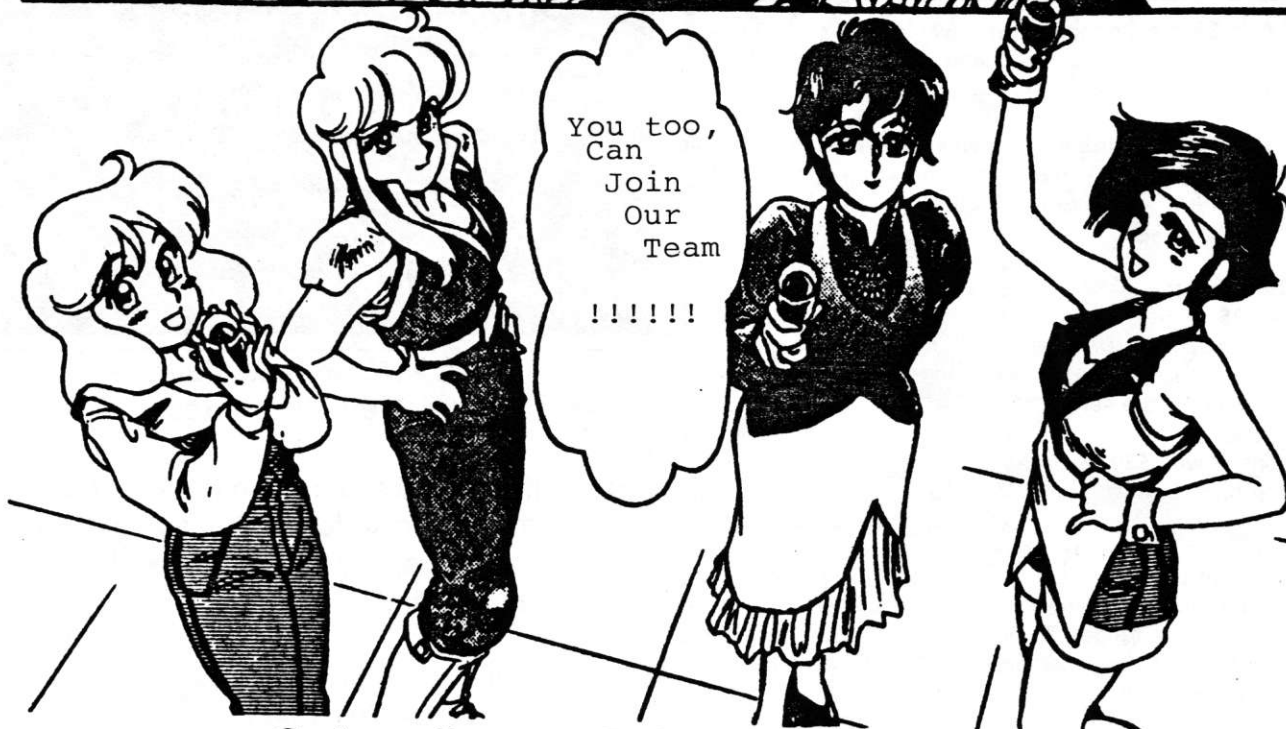
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